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64

magazine

This magazine
other

Banjo-Kazooie

It's all gone
bear-shaped
for Nintendo!

Goldeneye 007
F-Zero 64
Tetrisphere
Conker's Quest
Chameleon Twist

Reviews of
every new N64
game! Including:

Blast Corps (UK)

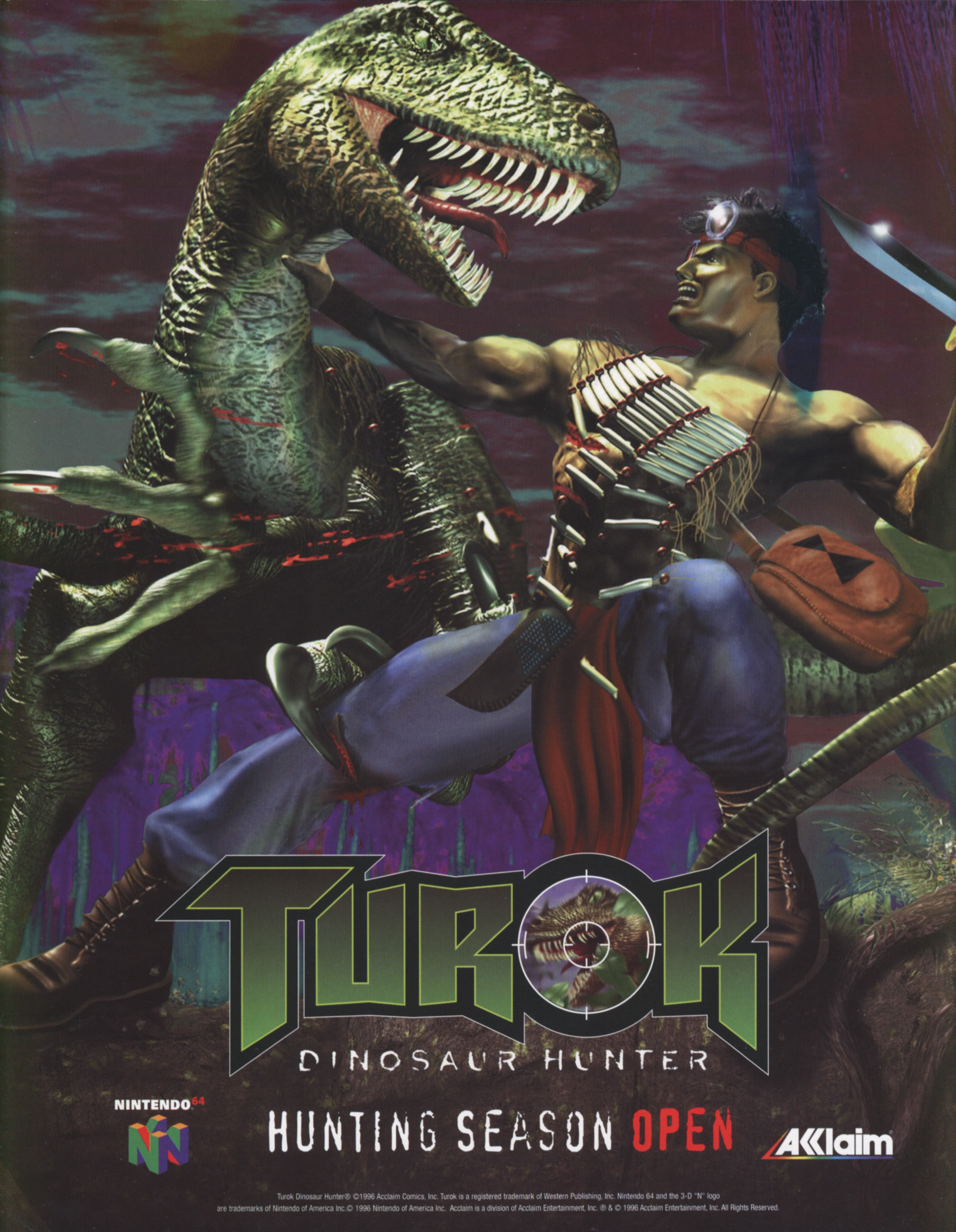


Go! Go! Troublemakers



Win A Chrome N64! • E3 show report • What the hell is Lylat Wars?*

*You'll be shocked.



HUNTING SEASON **OPEN**



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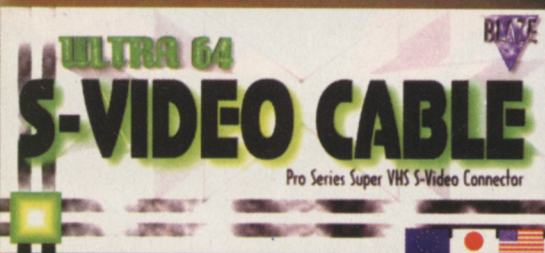
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64

volume four

magazine

04

CONTENTS



64 magazine Volume 4 1997


E3s Are Good!

16

We sent a man over to Atlanta for the E3 games show. He came back loaded with stuff about the latest titles like *Goldeneye*, *F-Zero 64* and *Banjo-Kazooie*. But he forgot the Classic Coke we asked for, damn him.



NO STARFOX FOR EUROPE!

- 06**  'Tis true, *Starfox 64* is not going appear on British shelves. Find out why...

WIN A CHROME N64!

- 10** There's an N64 with four controllers up for grabs – and it's a lot more flashy than the ones you can buy at Dixons!


WARE WARS

- 24** We're going to settle the raging argument once and for all – which is the better games machine out of the N64, the PlayStation and the Saturn?

SPEAK YOUR BRAINS

- 28** Help us to help you by answering our readers' survey – and you could win five games of your choice!

Go! Go! TROUBLEMAKERS

- 34**  What madness is this, a 2-D platform game on the N64? Yes it is, and the real surprise is... it's pretty good!



KART FOR KART'S SAKE

- 58** Prostrate yourself before the glory that is our *Mario Kart 64* racers' guide.

GOLDENEYE 007

- 82** Hot from E3 is our preview of Nintendo's James Bond game – it's going to reach an all time high!



52 CHEAT CENTRAL

A small but perfectly formed collection of push-button cheats and codes for those who just hate playing fair.

54 ISS 64

We're singing for England... En-ger-land! And Scotland and Wales and Ireland too, of course. Take control of your national side and pound the Hun with our footy tactics special.

66 SUPER MARIO 64

Ring the bells, sound the horns, hold a tickertape parade and crack open the bubbly – our ultra-comprehensive *Mario* walkthrough comes to an end this issue!



The Games

A Nintendo magazine without games would be... well, not entirely unsurprising at the moment. But we've still managed to gather together this happy throng.

Reviews

What's available for you to buy right now? Not much, actually, but there's a couple of minor gems here (and some total dross).

| | |
|--------------|----|
| Go! Go! | |
| TRUBLEMAKERS | 34 |
| DARK RIFT | 40 |
| HEXEN | 44 |
| BLAST CORPS | 48 |

Previews

Fresh from E3, an advance look at the games of tomorrow.

| | |
|-----------------|----|
| BANJO-KAZOOIE | 80 |
| GOLDENEYE 007 | 82 |
| F-ZERO 64 | 86 |
| CONKER'S QUEST | 88 |
| MAJOR LEAGUE | |
| BASEBALL | 90 |
| TETRISPHERE | 92 |
| DUAL HEROES | 93 |
| CHAMELEON TWIST | 93 |

Nindex 96

Hop into our TARDIS to see all the games we've reviewed in past issues.

Playing Tips and Guides

N⁶⁴ Welcome!

Child's Play?

Is the Nintendo 64 a console aimed at kids?

THAT QUESTION'S BEEN ROLLING AROUND MY mind since I took over as editor of 64 MAGAZINE. If we're doing our job, you should have noticed that 64 MAGAZINE is different in style and content to the other N64 mags on the market. Rather than aiming for the teen market, with lots of cartoon characters, lurid page designs and discussions of our team's toilet habits, we're taking a similar approach to our sister title *Play* and aiming at a slightly older readership – the same people that, in the UK at least, all three console manufacturers are chasing. When you see adverts for *Mario Kart 64* in *Loaded*, you know there must be something to it. All those marketing analysts can't be wrong, surely?

After seeing the N64 game launches at E3, however, it's impossible to shake off the impression that Nintendo thinks that the departure of pubescent acne coincides with a departure of interest in videogames. Rare might have a history of highly playable games, but one glance at the character designs instantly tells you that the target audience for *Banjo-Kazooie* isn't made up of viewers of *This Life*. *Conker's Quest* is even more unashamedly aimed at younger players, and it's by no means the only culprit.

From Nintendo's point of view, it makes for a safe business option – create games that are meant for a universal audience, with lots of appealing, cartoony central characters. Mario, Donkey Kong, Fox McCloud, Kirby, Yoshi and now Banjo and Kazooie. Non-threatening and fun for all the family – with this lineup, Nintendo are becoming the Disney of videogames.

But who wants a constant diet of Disney? A lot of the people who now buy videogames are the twenty- and even thirtysomethings who grew up with the Atari VCS, the Spectrum and the Amiga. They want games that have similarly matured, but just aren't finding them on the N64. By 'mature' I don't mean games that happen to have splatters of simulated blood, such as *Mortal Kombat*; what's missing at the moment from the N64's lineup are the kinds of games which create involving, adult worlds. Where are the N64's equivalents of *Dungeon Keeper* or *Command & Conquer*, or, from earlier Nintendo machines, *Shadowrun* and *Elite*? Thankfully Nintendo had *Goldeneye* and *F-Zero 64* to save their E3 lineup from being trapped in Teletubby land, but there's a depressing trend starting to emerge. The hardware is becoming more advanced, but the software is regressing towards infancy.

This isn't intended to belittle Nintendo's ability to produce highly playable games, by the way – the scores for *Starfox* would have been no different had it taken a 'serious' approach and featured menacing aliens instead of cuddly animals. It's just that Nintendo need to bear in mind that not all their players are in the playroom...
ANDY McDERMOTT, Editor

the 64 showcase

news
peripherals
advice • hot new
items of interest



FOR FOX SAKE!



HERE'S SOME BAD NEWS – *STARFOX 64* WILL not be appearing in Europe. (Pause...)

At least, not under that name. Nintendo have decided to rename *Starfox* for its European release. Their carefully considered new title, meant to raise the buying public into a frenzy of consumerism? *Lylat Wars*.

That's right. *Lylat Wars*. First *Banjo-Kazooie*, and now this...

The decision to change the name is more understandable if you cast your mind back to 1993 and the release of *Starwing* on the Super NES – the name had to be changed in Europe because of an ancient Commodore 64 game by Ariolasoft called *Starfox*. Thanks to a major company whose name we won't mention but which is associated with wars in the stars, *Starwing* is apparently now also unavailable, so another new title was needed... but *Lylat Wars*? The name doesn't exactly trip off the tongue! In case you're wondering, Lylat is the solar system where the action takes place, but the fact that the name is relevant doesn't make it any good.

The change of name doesn't stop it being a superb game, but since everybody already knows about *Starfox* why couldn't Nintendo just leave well alone? As if it's not bad enough having borders and speed loss, now UK gamers have to put up with uncool game titles as well!

As consolation, *Lylat Wars* will be supplied with the Rumble Pak, contrary to some reports, although no price has been finalised yet. Hopefully the new name isn't finalised yet either – there's still time to change it before October, Nintendo! *Fox Force Five* – you know you want it...



FLYING FOX

Still on a *Starfox* tip, Miyamoto's cutesy shoot-'em-up has become the fastest-selling videogame ever in America, where over 300,000 carts were shifted to eager punters in just one week. The previous holders of this enviable record were also N64 games; *Mario Kart 64* and *Super Mario 64*. Nintendo of America's current prediction is that *Starfox 64* will pass the million sales mark – the 'platinum' level – before the end of August.

The total amount of money coming into Nintendo in the first week of *Starfox 64*'s sale was a staggering \$21 million (£13.5 million), equivalent to a blockbuster film's opening week takings. That's enough to buy the population of London a Big Mac meal each and still have enough left over for a few pints down the local. Nice one Nintendo!



TECHNO TECHNO TECHNO TECHNO

NINTENDO USED THE recent E3 show in America (see report on page 16) to take the opportunity to reveal the specifications of

the 64DD. Unfortunately, they didn't have the actual unit itself or any 64DD games on show, to everyone's annoyance. Most of the details confirm what everybody already knew, though the modem, which was first optional (as reported last month) then in, is now out again. Arse!

Anyway, here's the guff, complete with comments from our boffins.

- The disks are rewriteable magnetic-optical (MO) units with a maximum capacity of 64Mbytes (512Mbits). They are not compatible with any device other than the 64DD, meaning Nintendo, as usual, have complete control over their manufacture and use.
- Data transfer rate is 1Mb per second, slightly slower than a 4x CD-ROM unit, but about twice the speed of a PlayStation or Saturn drive.



● The 64DD is powered by the N64 itself (bad news for the manufacturers of multi-point power adaptors), and has a battery-backed clock built in. Certain 64DD games will make use of this, the environment changing according to the time in the real world.

- Fonts and a variety of sound effects are programmed into the 64DD's ROM, saving programmers the need to include them on the disks.
- The unit has extra RAM to augment the N64's own 4Mb, which should help reduce loading times by keeping more data in memory at one time. The exact amount of

extra RAM hasn't yet been confirmed, but is expected to be an additional 4Mb.

- Networking functions will be included, but the promised modem won't – at least not as a built-in standard item.
- The press release includes the following gem – “For the first time ever, videogame players will be able to save large amounts of data allowing a high degree of game, character or team customisation”. Erm, apart from on the PC. Or the Amiga. Or any other computer.
- The best news, however, is tucked away at the bottom of the press release in small type – the 64DD will cost less than the N64 itself. Since the 64DD won't appear in the UK until at least summer 1998, and there is a good chance that the N64 will have dropped in price again by then, we're probably looking at a sub-£100 price point, maybe even as low as £75 if the usual dollar-pound parity is maintained. Start saving now...

MISSION: DELAYABLE

ANYONE LOOKING FORWARD TO A BIT OF train surfing in the Channel Tunnel is going to have to do it for real, as Ocean's *Mission: Impossible* has been put back from its original date of September to nearer Christmas. The reason for this is partly that *Mission* is still undergoing final tweaking of the gameplay (at present it's apparently somewhat on the difficult side), and partly so that its launch won't clash with Nintendo's own *Goldeneye* spyacular, due out in August on import. Pity - a face-off between James Bond and the IMF team would have been something worth seeing...



HOLY BIT!

THQ, a software house responsible for many truly awful games on the Super NES, look set to atone for their crimes with *Quest 64*, the Westernised version of Imagineer's RPG *Holy Magic Century Eltale*. More next issue.



SEPARATED AT BIRTH?

People at E3 were oohing and aahing over Conker, the bushy-tailed star of Rare's newly-announced *Conker's Quest*. But doesn't he look just a bit familiar?

CONKER



NUTZ, MR



64 FRIENDS

WE'LL BE THERE FOR YOU WHEN the rain starts to fall, we'll be there for you when *Doom* starts to pall. *Friends*, 64 MAGAZINE... peas in a pod. Except that instead of three gorgeous girls and three handsome guys who get along famously with hilarious consequences, we've got an all-male set of ugly stick victims who communicate via grunts and laugh cruelly at each others' misfortunes. But apart from that, they're the same.

ANDY McDERMOTT

Combines features from all three of the guys – unfortunately said features are Joey's sensitivity, Chandler's luck with women and Ross's looks.

DAMIAN BUTT

“I hate *Friends* – it's full of perfect people with perfect lives,” snarls the managing editor through gleaming capped teeth as he speeds off in his sports car.

LOZ COOPER

Claims he once dated somebody who looked like Courtney Cox. Looks like the legend of Beauty and the Beast is true!

PHIL KING

Paragon's own Mr Coffee. Since we don't have a Central Perk in our office, he makes do with lurking by the coffee machine. For hours.

MARK WYNNE

Anyone can be Mark's friend, just as long as they've got a pack of Capstan Full Strength he can bum cancer sticks out of.

STUART WYNNE

Inhabits a Phoebe-style parallel dimension where *Shadows Of The Empire* is a great game. Weird!

NICK TRENT

Has his own group of arty-farty boho friends in berets and long overcoats. Chah! Designers, eh? Bunch of prima donnas, the lot of them...

NTSC, converters, memory – the facts

A BETTER PICTURE

While US/Japanese machines are shipped with composite leads, the UK machine comes with an RF TV aerial lead. This means the PAL N64 will work with absolutely any PAL TV. It also means an inferior mono sound and, according to conventional wisdom, a poorer picture.

Nintendo themselves offer a Super NES-style AV lead which consists of three phono leads (left/right audio and composite video) together with a SCART block. This not only provides stereo sound, but you can run the audio through a hi-fi. On the negative side, the picture isn't as improved as you expect and some people might find it a little bright.

NTSC vs PAL



The mantra of N64 importers is a simple one: full screen, full speed. The N64 and its games are designed for NTSC – the TV standard used by Japan and America. To make an NTSC system output a European PAL signal,

Sony, Sega and Nintendo all reduce their systems' clockspeed by 17.5% and slap on horizontal 'widescreen' borders to cover up PAL's superior resolution (625 horizontal lines rather than 525).

So if you want fullscreen, fullspeed entertainment you need NTSC, right?

Well, in reality it's not quite that simple. The N64 actually has 28 resolution modes, 14 for NTSC and 14 for PAL, and most PAL releases are recoded in an effort to reduce differences. *Shadows Of The Empire* runs fullspeed, fullscreen on PAL just like NTSC. *Mario 64* and *Turok* both have small borders and run slightly slower, but the differences aren't huge. On the other hand, *PilotWings 64* pushed the N64 so hard it used small borders on the NTSC version. Unsurprisingly, the PAL version has large borders too and its responsiveness is inferior.

NTSC machines also have an advantage with software release dates. Although Acclaim's *Turok*



proved a near-simultaneous worldwide launch is possible, normally Japanese, American and European releases are a couple of months apart and in

that order. Also, some minor releases are never converted. There is, of course, a price to pay for this speed and import software does cost more – anything up to £30 more than on PAL.

The final advantage for NTSC machines are their video output which, if converted to RGB, is superior to the standard machine (see below).

NTSC N64s IN THE UK

If you want to enjoy NTSC gaming in the UK, you'll need a suitable TV. Many new TVs, especially Sony ones, are 'multi-standard' and will work perfectly with an NTSC machine straight out of the box. All you need is a standard, 220-100V

AFTERSHOCKS

IN A SURPRISING MOVE, NINTENDO HAVE ANNOUNCED that they are releasing new versions of *Super Mario 64* and *Wave Race*, which will be compatible with the Rumble Pak. Both will have the prefix 'Shindou', which we assume means something like 'shake' or 'rumble' – we couldn't find the word in our Japanese dictionary...

The new versions of the games, which should be out in Japan by the time this issue hits the shelves, will also have a few extra gameplay features. *Mario's* vocabulary will be increased with the addition of more speech (woo hoo), but *Wave Race* gets a much more interesting new tweak – a 'ghost mode', similar to the one in *Mario Kart 64*, which lets players race against a computer-controlled recreation of their own best time.



There has been no official announcement yet whether the updated games will be released outside Japan, but pre-Christmas re-releases are expected in America. If the new versions of the games are successful (which depends on whether Japanese players take to the Rumble Pak or if they just find it a distracting gimmick), *Mario Kart 64* is likely to be next in line for a shindou shake-up. We'll find out whether the new versions are any great shakes (sorry) next issue!



CARD SHARP

THE STANDARD NINTENDO CONTROLLER PAK JUST TOO SMALL for all your save games? Find the wretched 'page switching' system of the various larger third party memory cartridges too annoying to deal with? Datel's discovery of a previously undocumented N64 feature might get your attention.

Although previous memory cards bigger than Nintendo's own 256K units have had to use clumsy page switching to access all their memory, Datel have found that the N64 can access much larger amounts of backup RAM without having

to swap between different banks of memory. This feature is without a doubt there for a reason – it is suspected that it is to cater for games like the cart version of *Zelda 64*, which considering their expected complexity might need more space than the regular Controller Pak can provide.

Since the feature is there, Datel have decided to make use of it, and their next generation of memory cards – which come in one meg and four meg sizes – let players save to the full complement of memory pages without having to push buttons or fiddle about with tiny dip switches. The new 'linear memory' cards (1 meg for £14.99, 4 meg for £29.99) should be on sale by the time you read this. Call Datel on (01785) 810800 for more info.



IT'S IN THE BAG

IF YOU'RE THE TYPE WHO FERRIES YOUR N64 AROUND A LOT and the traditional Asda carrier bag is starting to get both worn and paranoia-inducing (all those joypad cables sticking out of the top

are a dead giveaway to Johnny Mugger), why not invest in a dedicated console tote bag? Gamester LMP have come up with this handy carry-all, which fits an N64, a full complement of joypads and even a couple of carts in secure comfort. We know, 'cause we've used it.

If you've got £19.99 going spare, look out for one down the local game shop, or give Gamester a bell on (01992) 503133.



BURNING CHROME

YOU SAW IT GLINTING AWAY IN THE NEWS
LAST MONTH, AND NOW YOU HAVE THE
CHANCE TO WIN ONE FOR YOURSELF –

A SHINY
CHROME N64!

FOXDATA, PURVEYORS TO THE GENTRY OF RETRO-SHINED hardware, have got an American N64 (say goodbye to borders, slowdown and washed-out colour!) and a trio of extra controllers, equally resplendent in their vacuummetallised glory, to give away to the colon-implodingly fortunate winner of this competition. That's nearly £370 worth of reflective kit that could be sitting in front of your telly, dazzling your friends and blinding the cat!

If you want to be in with a chance of winning this appropriately '59 Cadillac-style piece of ultra-smooth hardware, all you have to do is engage a few brain cells and come up with accurate answers to the not exactly MENSA-level questions below. Are you ready?

1: What company is giving
away the chrome Nintendo 64?

A: FOXDATA
B: FOX MULDER
C: THE QUICK BROWN FOX

2: What colours of chromed
joypads are available?

A: SILVER, GOLD, COPPER AND BLUE
B: GREEN, PUCE, MAGENTA AND BROWN
C: ONES WHICH ARE ONLY VISIBLE TO BEES

Once you've taken the two microseconds necessary to figure out the right answers, scribble them down on a postcard and send them to *Shiny Happy Compo*, 64 MAGAZINE, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS, to arrive before September 11th. We'll take care to wipe off our greasy thumbprints before we despatch the prizes, honest...

64 CHARTS

ChartTrack

| NO | GAME | PUBLISHER |
|----|------------------------|----------------|
| 1 | MARIO KART 64 | NINTENDO |
| 2 | ISS 64 | KONAMI |
| 3 | SUPER MARIO 64 | NINTENDO |
| 4 | KILLER INSTINCT GOLD | NINTENDO |
| 5 | SHADOWS OF THE EMPIRE | NINTENDO |
| 6 | WAVE RACE 64 | NINTENDO |
| 7 | TUROK: DINOSAUR HUNTER | ACCLAIM |
| 8 | PILOTWINGS 64 | NINTENDO |
| 9 | FIFA 64 | EA SPORTS |
| 10 | MORTAL KOMBAT TRILOGY | GT INTERACTIVE |



power converter and a composite or SCART lead. If your TV isn't multi-standard, there's still hope. Almost all TVs built in the last five years will have a 60Hz SCART and will output a colour signal from an RGB input. The standard N64 doesn't output an RGB signal, but most importers will offer a conversion for £30-40. This not only works with most SCART TVs, but actually provides a better picture than N64's usual composite signal. On larger TVs, colours will seem more vibrant, lines sharper and without cross-hatch style interference.

This conversion process is on its third-generation now with some importers including extra components to provide the best possible signal. However, this is usually an extra-cost option with most conversions using the second generation approach. This still provides a very good picture, although some very slight flicker can be detected on large expanses of white – such as *Shadows' snowspeeder* Hoth battle.

If you're reluctant to send away your NTSC machine, you can buy an external SCART converter, although a slight pixellation and colour blurring will be evident on bigger TVs.



UNIVERSAL SOFTWARE

PAL N64 owners want to play big new NTSC games. NTSC N64 owners want to rent or buy UK PAL software. Can it be done?

The good news is that although sneaky chipset differences may emerge later, Japanese and American N64s seem almost identical. The only 'lock-out' device is a physical barrier. Open up your NTSC N64's cart flaps and you'll see two plastic pegs either side of the cartridge slot; depending on their positioning you can play either Japanese or US software. The simplest way to bypass this security is with a bridge adaptor. Alternatively, you could ask an importer to open up your NTSC N64 and physically remove the pegs.

The bad news is that the PAL system is a different kettle of fish altogether. It comes with a formidable triple lock on universal gaming. Firstly, there's another pair of pegs to remove. Secondly, there's a country protection chip which looks for a matching PAL code on cartridges. Thirdly, many NTSC games are coded to run at 60Hz regardless of the host machine and that causes problems with the PAL videochip: a slight ghosting or double imaging effect will be visible on some TVs.

The first two 'locks' can be defeated. One method is to use a Universal Adaptor. If you've a PAL machine, you put the NTSC game in one slot, and a PAL game into a second slot so that its security chip fools the N64 into running NTSC game code. This works with all the NTSC games to date, except *Wave Race* which freaks out after a few minutes play.

Alternatively, you can have your N64 internally modified by an importer. This involves wiring in a cart security chip and, so far, works with



everything. Unfortunately, neither solution solves the video output problem, and both approaches are vulnerable to Nintendo recoding their security procedures – something which they did quite regularly with the Super NES. For NTSC N64 owners, there doesn't seem to be a problem with the video output from PAL games, but internal/external modifications run the same risk of defeat by new Nintendo security code.

SAVING GAMES SAFELY

Game Pak Save System: Nintendo refer to cartridges as Game Paks and most of theirs utilise this built-in save system. It basically consists of a small memory chip powered by a watch-type battery that lasts for years and years. The advantages are that it's very quick, safe and easy to use system. The disadvantages are that it's costly for third-party publishers to manufacture and has a relatively small capacity.

Controller Pak Save System: Whenever you flip over your N64 Controller, that huge gaping slot is a subtle reminder of the N64's expandability. Leaving aside the vibrating Rumble Pak, the slot is principally for plug-in save memory. Standard Nintendo Controller Paks have a capacity of 256K, organized into 123 'blank pages' of about 2K each. The amount of 'pages' used by a save game will depend on the game, ranging from three pages for *Killer Instinct's* Tournament records, to 121 for *Mario Kart 64's* two 'ghost' performance saves. Most games are fairly economical with memory useage and multiple saves from different games can be accomodated on a single Pak. At £15, the official Nintendo Controller Pak is reasonably good value and recommended for technophobes.

Economy-minded gamers, however, will appreciate third-party Controller Paks which cost more, but offer far more memory. Since the N64 Controller only appears to recognise 256K of memory (but see page 8), large capacity Paks split their extra memory into 256K sections which can be switched between using various methods. When you switch between these sections, most Paks recommend you also reset the N64 to avoid confusion. However, with games such as *Mario Kart 64* where save/loading is clearly labelled, it is possible to ignore this advice.

All Controller Paks are, however, vulnerable to memory corruption if you remove them, reset the machine or turn the N64 off when a save is in progress. If you want to see exactly what you've got saved on a Pak simply hold down Start while turning on a game with a Controller Pak save option. A menu screen will appear listing all the saves, plus the option to delete individual files or exit.

THANKS TO RAY AND THE VIKING AT SKILL ACADEMY (0181 5679174) FOR THEIR TECHNICAL ASSISTANCE IN WRITING THIS FEATURE, WITH ADDITIONAL HELP FROM MARTIN AT THE VIDEO GAME CENTRE (01202 527314) AND COLIN AT MEGAMIX (01732 351220).



LATEST RELEASE DATES

FORGET THE NATIONAL LOTTERY. THOSE 14 MILLION TO ONE ODDS ARE NOTHING COMPARED TO THE improbability of correctly predicting when an N64 game will be released. The games you most want to see are repeatedly pushed back, and the ones you'd frankly like to see buried in a deep dark hole suddenly jump out of nowhere and muscle their way onto the shelves. Che! Anyway, here's the current up-to-date schedule, which is probably 100% accurate... in Bizzaro Land!



UK

NOW-AUGUST
Blast Corps (Nintendo)

SEPTEMBER-OCTOBER
Lylat Wars (Nintendo)
Goldeneye (Nintendo)
Cruis'n USA (Nintendo)
Multi Racing Championship (Ocean)
F1 Pole Position (Ubi Soft)
Robotron X (GT Interactive)
Doom 64 (GT Interactive)
NBA Hangtime (GT Interactive)
Wayne Gretzky's Hockey (GT Interactive)
Hexen (GT Interactive)
War Gods (GT Interactive)

NOVEMBER-CHRISTMAS
Yoshi's Island 64 (Nintendo)
Mystical Ninja 64 (Konami)
Hyper Olympics (Konami)
Mission: Impossible (Ocean)
Rev Limit (Seta)
Quake 64 (GT Interactive)
Duke Nukem 64 (GT Interactive)
Joust X (GT Interactive)
Blade & Barrel (GT Interactive)
Body Harvest (Nintendo)



JAPAN

NOW-AUGUST
Shindou Super Mario 64 (Nintendo)
Shindou Wave Race 64 (Nintendo)
Yoshi's Island 64 (Nintendo)
Goldeneye (Nintendo)
Gambare Goemon 5 (Konami)
Multi Racing Championship (Imagineer)
Struggle Hard (Imagineer - provisional title)
Mahjong 64 (Video System)
Morita Shogi 64 (Seta)
Baku Bomberman (Hudson Soft)
Power League 64 (Hudson Soft)
Doom 64 (Gamebank)
Hiryu No Ken Twin (Culture Brain)
Holy Magic Century Eltale (Imagineer)

SEPTEMBER-OCTOBER
J-League Eleven Beat 97 (Hudson Soft)
64 Oozumo (Bottom-Up)
Aero Gauge (ASCII)
J-League Dynamite Soccer (Imagineer)
Hexen (Gamebank)
Mission: Impossible (Ocean/Victor Interactive)
Sonic Wings Assault (Video System)
Rev Limit (Seta)

NOVEMBER-CHRISTMAS
The Legend Of Zelda 64 (Nintendo)
Hyper Olympics (Konami)
Top Gear Rally (Kemco)
Sim City 2000 (Imagineer)
Aero Gauge (ASCII)
J-League Dynamite Soccer (Imagineer)
Virtual Pro Wrestling (Asmik)
Chameleon Twist (Japan System Supply)
Super Robot Spirits (Banpresto)



USA

NOW-AUGUST
Goldeneye 007 (Nintendo)
Tetrisphere (Nintendo)
Multi Racing Championship (Ocean)
Mace: The Dark Age (Midway)
Top Gear Rally (Kemco)

SEPTEMBER-OCTOBER
Major League Baseball (Nintendo)
Mischief Makers (Nintendo)
F1 Pole Position (Ubi Soft)
Robotron X (Midway)
Mace: The Dark Age (Midway)
Lamborghini 64 (Titus)
Aero Fighters Assault (Paradigm)
Duke Nukem 64 (GT Interactive)
MK Mythologies (GT Interactive)
Robotech (Gemetek)

NOVEMBER-CHRISTMAS
Banjo-Kazooie (Nintendo)
Yoshi's Island 64 (Nintendo)
Major League Baseball (Nintendo)
Body Harvest (Nintendo)
Conker's Quest (Rare)
Mission: Impossible (Ocean)
Space Circus (Ocean)
NBA In The Zone 98 (Konami)
Extreme G (Acclaim)
NFL Quarterback Club (Acclaim)
Silicon Valley (BMG)
Tonic Trouble (Ubi Soft)
Superman (Titus)
Jeopardy (Gemetek)
Wheel Of Fortune (Gemetek)
Freak Boy (Virgin)
Mortal Kombat Mythologies (Midway)
Quake 64 (Midway)
San Francisco Rush (Midway)
Wayne Gretzky's Hockey 98 (Midway)
WCW Vs The NWO World Tour (THQ)
Quest 64 (THQ)

THE CHIPS ARE DOWN!


THE PRICES OF N64 GAMES ARE SET TO... WELL, IF NOT exactly crash, at least suffer a bit of a shunt. Nintendo announced at the E3 show in Atlanta that third-party publishers would be seeing a 'substantial' cut in the cost of cartridge manufacturing prices, effective as of June 14th. Anyone looking for immediate price cuts on the shelves will be disappointed – the cost cut applies to cartridges ordered after that date, so it will take a couple of months for the change to reach the shelves. The prices of games already on sale will not change.

Nintendo's hope is that games from third parties will fall in price to match Nintendo's own cartridges, usually a difference of £5-£10 in the UK, but the exact price is up to the software companies. With luck, the move will mean that the highest price you'll have to pay for any N64 game will be £59.99 – a full tenner cheaper than *Turok*, the current wallet-buster, but still ten quid more than the most expensive PlayStation titles. As we reported last month, game prices have tumbled in Japan, however, so as the N64's sales grow in Britain the same may happen here in time.

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GUIDE



MEMORY PACK



4 PLAYER

PUT HER ON THE RACK!

The excitingly-named Ikono 240 is a lockable cartridge box, costing £14.99, which can be bought from John Lewis and Harrods. Slot your carts into it and they can be safely locked away out sight. Assuming, of course, that some tea-leaf doesn't nick the entire box...



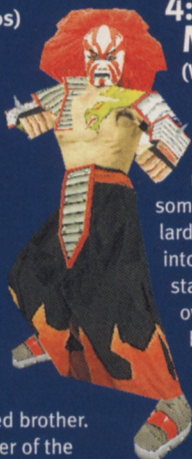

ONE OF NINTENDO'S POTENTIAL RIVALS has been removed from the market – Matsushita/3DO's M2 machine. Actually, it removed itself, as the Japanese conglomerate recently decided that the troubled M2 technology offered too little, too late when compared to consoles like the N64. The hardware, if it ever appears at all, will most likely form part of a future DVD system rather than a standalone games machine.

NINTENDO WINS LAWSUIT

A COURT BATTLE THAT HAS BEEN DRAGGING ON FOR years finally ended in Nintendo's favour when the US Supreme Court ruled that Nintendo had not infringed the patent rights of a now-bankrupt company called AlpeX when it released the NES. AlpeX had claimed that the NES's video output system was a rip-off of their own, and sued. Another court had originally awarded AlpeX \$208 million in damages, but after Nintendo appealed, this was overturned.

Bottom 5 Nintendo Characters

1: KABUKI JO (WAR GODS)



4: DAVE MARINER
(WAVE RACE)

A man wearing a yellow and green wrestling singlet with the word "WRESTLING" printed on the chest. He is also wearing green pants with yellow and purple accents.

2: LUIGI (MARIO KART 64)

3: SINDEL (MORTAL KOMBAT TRILOGY)

5: SPINAL

(KILLER INSTINCT GOLD)

As a fighter



NintenDO!

RUMBLE IN THE BOX: British versions of *Starfox 64* (er, *Lylat Wars*) are going to come with that vibrating bundle of fun, the Rumble Pak, included with the game. Hours of buzzing pleasure all round!

CART CUT: Thumbs up to Nintendo for cutting the price of cartridge production for third-party software houses. Now the games will only be *fairly* expensive instead of *really* expensive...

THE CHART SHOW: By the hand of Zeus, what devilry is this? There are finally enough N64 games out in Britain for the chart to be a top ten rather than a top five. Holy drip-feeding of titles, Batman!

TROUBLE MAKER: After completing *Go! Go!* *Troublemakers* at home over the weekend, our editor brought it back into the office on Monday to get some grabs, whereupon Loz was distracted by a previously unused option. Turns out it was 'delete saved game'... but despite the sudden appearance of a load of zeros in the scores, the game was miraculously still there. Heart attack averted! Praise Lady Luck! (Now I'll *never* win the lottery – Ed)

NintenDON'T!

WHAT'S IN A NAME?: Plenty, but Nintendo's moniker-production department don't seem to realise that. *Banjo-Kazooie*? *Mischief Makers*? And, worst of all, *Lylat Wars*? We'll say that again, louder. **LYLAT WARS?** Who the hell came up with that biffer of a title?

A HEX ON THEIR HOUSE: GT Interactive's *Hexen*, reviewed this issue, unbelievably has – choke! – loading times! The wait between levels can be anything up to ten seconds, which is actually longer than some of the (larger and more interesting) *Tomb Raider* levels on the PlayStation...

REDNECK RAMPAGE: *Banjo-Kazooie* might well turn out to be more addictive than crack, but after staring at Banjo's stupid, bog-eyed, buck-toothed, gormless yokel face for hours on end while we worked on the cover of this issue, all we could think about were those big hats worn by the guards at Buckingham Palace...

QUACK!: Big boos to Sky 2 for taking *Duckman* off Saturday nights and replacing it with some crappy cop show. Nothing to do with Nintendo, but it still riled us up...

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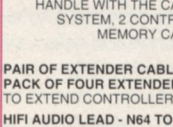
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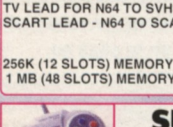
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64 MAGAZINE, in association with Fire International, is pleased to announce a little incentive for our readers to get involved with the magazine – every letter printed will win a 256K memory card from Fire, and a Star Letter each month will get the coconut-free bounty below!

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MEMORY CARD: WINNER

DEAR 64 MAGAZINE,

I am a regular buyer of 64 MAGAZINE, and I trust all your reviews. You are the only magazine I trust, because every other magazine I tried gave a brilliant review for *Turok: Dinosaur Hunter*, but when I bought it I found it was rubbish. I knew I could trust you, although it was a very expensive way of finding the best magazine.

I have just started subscribing to you, realising how little it would cost if I did so. I was especially looking forward to all the games you had promised to review or have a preview for in issue 3. In issue 2, you said you would have a behind-the-scenes look at *Goldeneye*, so when I got the new issue I scored the pages for a preview. The only thing I found was a tiny corner of the page saying that *Goldeneye* would have four players playing at the same time. When I found out I felt I had to write to you to say that this is rubbish. If you weren't certain about whether you would be getting a look at *Goldeneye*, why did you promise it?

I also wanted to ask you about *Clayfighter 64*. I am very excited about the idea of it being the first comical beat-'em-up. You said it would be coming out in July in Britain. Surely you would be able to review it before then, wouldn't you? I would usually go and look at all the other N64 magazines that are around, but with the disappointment of *Turok* I just wish you could have reviewed it this issue, instead of making me wait another month for a review. This seems to be a very similar situation to *Turok*. I don't want to be disappointed again.

Speaking of *Turok*, I found that the review in issue 2 had a complete guide in with it. To be honest, I want to find out the secrets myself, and have found it impossible to resist looking in the magazine to get a bit further through the game. If people get stuck, then they can buy a complete guide from the shops and leave everyone else to enjoy the games. If you pay £70 for a game, you don't want to complete it in a week. So, please could you not put in guides, but instead longer reviews and fewer previews. Thanks.
DAVID SMITHERS, SHEFFIELD

I'll resist the obvious Montgomery Burns jokes and instead say thanks for the (admittedly qualified) praise. *Goldeneye*... well, heh. What can I say? That was a case of the previous editor getting a little over-enthusiastic, but our preview should rectify that this issue. Presumably you don't mean the four-player *Goldeneye* is rubbish, by the way...

Clayfighter 63 1/3, as it's now called, has had its UK release put back until September – as have a lot of other games. It's going to get crowded on the shelves at last! As soon as N64 software starts to arrive en masse around September, we'll be cutting down the amount of space given to guides and solutions in order to accommodate the extra reviews. For the moment, we'd rather help our readers out and save them the expense of buying tips books than have to give tosh like *Hexen* or *St Andrews Golf* eight page reviews in order to fill the mag!

MEMORY CARD: WINNER

DEAR 64 MAGAZINE,

I have recently purchased a copy of 64 MAGAZINE, and am absolutely delighted with its content. However, despite my many efforts I have found it impossible to track down a copy of issue 1 as it seems to have been a total sellout. I hope you can help as I would really like a copy. I would also like details of how I can subscribe for regular copies of this brillo mag!

ROSS MONK, LANGLEYMILL

You hear that? We're 'brillo'. Rad, sorted and safe. Can't help you, unfortunately – issue 1 has completely sold out. I have to watch my own copy like a hawk in case anyone tries to nick it! For subscription details, just turn to page 50.

MEMORY CARD: WINNER

DEAR 64 MAGAZINE,

I've never written to a mag before but after your last issue I felt compelled too. I too bought an N64 before the price drop, but I'm sick of people whinging about how they were ripped off. If people want to own a computer or console before everyone else they must realise that their machines are

going to devalue quicker than if they wait a few months. People should be happy that Nintendo have taken steps to increase sales therefore increasing software titles and decreasing cartridge prices.

So some people were unlucky and lost out on £100. I bought my machine two weeks before the price cut and I think Nintendo did exactly what was needed to compete with Sony and bring in software companies.

TIM GOLDFIELD, NORWICH

Rather strongly phrased, but we agree with you that 'early adopters' of consoles will inevitably lose out financially, the only question being how quickly. Thinking of all the consoles and computers I've owned over the years, the amount of money that I could have saved if I'd waited for a price cut on each probably totals a couple of grand, but I don't cry myself to sleep over it because the entertainment value I got from the hardware outweighs simple pound signs.

The N64 price cut is a done deal, and now an exhausted topic. Let's have something new to discuss, please.

MEMORY CARD: WINNER

DEAR 64 MAGAZINE,

Why does Bowser always kidnap the Princess? Why does he want her? What games are you going to market in the next half of this year? I'm a real fan, so give me some folders free!

IRIS TEWES, CYBERSPACE

Because it saves wear and tear on creativity. For his deviant lizardly desires. None, because we don't make 'em, we just review 'em. I'm a real *Friends* fan, but I don't get a free Jennifer Aniston – you'll just have to make do with a memory card.

MEMORY CARD: WINNER

DEAR 64 MAGAZINE,

A few weeks ago I went to the USA on holiday. While I was there I did a bit of shopping. I wandered into a computer games shop where I noticed all the N64 games were almost half the price of the games over here in the UK. I think this is a bit unfair as we have to pay more money for the games than anywhere else, and then we have to wait almost half a year longer before they are released.

Now I am thinking of selling my UK N64 and buying an American one. I'm just wondering if this would be worth it, or of the price of import games are just as high.

EDWARD MILLS, MILTON KEYNES

Yes, it is grossly unfair that UK games are considerably more expensive than American ones, especially when you consider that all N64 cartridges are made in the same place, Kyoto in Japan – the UK's import duties on Japanese goods aren't much more than the American duties. Just be glad you don't live somewhere like Norway or Finland, where they're even more expensive!

Depending on your importer, US/Japanese games are usually between £5 and £15 more expensive than the PAL releases, but you get them several months earlier and they run full speed/full screen if you also have an import N64. You need to weigh up these pros against the cons of the higher prices before you decide whether to get a US machine or stick with PAL.

MEMORY CARD: WINNER

DEAR 64 MAGAZINE,

Congratulations on your great magazine. I was a PSX owner then moved onto the great N64. Anyway, the point of me writing is that I read in issue 21 of *Play* magazine [64



DEAR 64 MAGAZINE,
Upon buying an N64 last week and rushing home

to frantically unpack the machine, I was expecting so much. I'd already played the games before – *Mario 64*, *Mario Kart 64*, *Starfox 64* (why do they insist on putting 64 at the end? We do know what machine we're playing, Nintendo) and countless others. Any nagging doubts instilled by my Sony-loving friends were down to the green-eyed monster. Right? Wrong.

Before I state my case, let me assure you that I am no way 'anti Nintendo'. For six years I have been an avid fan of the company, through the difficult uphill battle against the Mega Drive and the disappointment of the Super NES CD (or lack of it).

I believe that the N64 games out at the moment are excellent in their own right and mere glimpses of Shigeru Miyamoto's genius – and they're even better should you have the good fortune of reading this magazine in the USA.

Even with the Super NES, we were given Japan and America's leftovers, missing out on many exciting games available across the water, not to mention the countless RPGs I yearned for after completing *Zelda*. Remember the wait for *Secret Of Mana*?

I can appreciate that many of the titles simply would not appeal to British gamers, such as *Mahjong* and the like, but the inferior speed and screen size (I could

MAGAZINE's PlayStation sister title), where they pointed out in the review of *Tobal 2* how beautiful the graphics were, and they had mocked the N64 by saying that the N64 could not handle something as beautiful as *Tobal 2*. If the N64 is more powerful and has more memory capacity, of course it could handle better graphics than *Tobal 2* – do you have anything to say about that? Also, the PlayStation's analogue joystick is out in Japan (copying the N64).

I have bought a universal converter for my N64 and I have *Killer Instinct Gold*. I am impressed with the prices of import games, only £10-£15 more than it will be over here. Thanks for the cheats on *KI Gold*, they were great. I would now be very grateful if you could answer my questions.

1: Since I have a universal converter, which game is worth getting – *Multi Racing Championship*, *San Francisco Rush* or *Rev Limit*?

2: Will 64 MAGAZINE ever have a Wall Of Game like the ones in *Play*?

3: And finally, could you confirm if this is just talk; in *Play*, someone had written in and asked if Sony will ever release a 64-bit machine. Damian Butt had said it is not worthwhile Sony releasing a 64-bit machine, but they will release a 128-bit machine, double the power of the N64. *Play* had said it will be released in the next three years.



STAR Letter!

hardly believe the control and borders on the PAL version of *Pilotwings* after playing the NTSC game) PAL gamers have to endure epitomises the disparaging attitude Nintendo have towards the UK.

I have written to Nintendo several times concerning this matter and have yet to receive a reply. Nevertheless, I will continue to put my case on behalf of the UK's gamers and will not rest until we are treated with the loyalty and commitment we have shown them over the years.

PS: Credit is due to Konami for their flawless conversion of *J-League* – this is what I'm talking about, people! If Konami can do it...

MARTYN McLAUGHLIN, GOUROCK

You're not going to get much rest then – it's hard to imagine Nintendo suddenly turning around and saying "Oh, sorry about giving you inferior spec machines and lazy PAL conversions for donkey's years. Here, have some free money". Good conversions are possible, as Konami and Rare have shown, but Nintendo consider the UK to be a marginal market at best, so aren't prepared to put the time and expense into recoding their games into optimised PAL format. This doesn't mean that Nintendo's PAL games are *bad* – if you've never played the NTSC originals, you wouldn't notice anything wrong as such – but they're not as good as they could be.

If this does come out, will the N64 be finished like the Atari Jaguar?

IMRAN AHMED, BRISTOL

The N64 is without a doubt a more graphically powerful machine than the PlayStation. *Tobal 2* is a very nice-looking game, but the programmers have had three years to get to grips with the PlayStation's graphics chips. You only have to look at some of the games at E3 this year to see that Nintendo developers are rapidly catching up.

Doh! For the last time, Nintendo did not invent the analogue controller, okay? What they did do was be clever enough to incorporate it into a modern console right from the start rather than wait for third parties to produce add-ons. The Negcon controller for the PlayStation is also an analogue unit and it appeared before the N64, but nobody accused Nintendo of ripping off Namco!

As for your questions:

- 1: We can't tell you because we haven't reviewed the games yet! Always wait for the definitive reviews in 64 MAGAZINE before buying a game.
- 2: No, because the way 64 MAGAZINE is bound makes it impossible to do a pull-out page.
- 3: It's all talk. PlayStation 2 and Sega's 'Black Belt' are more likely to

be 64-bit rather than 128-bit because of the enormous development costs needed to create the latter chips. Not even Silicon Graphics use 128-bit machines!

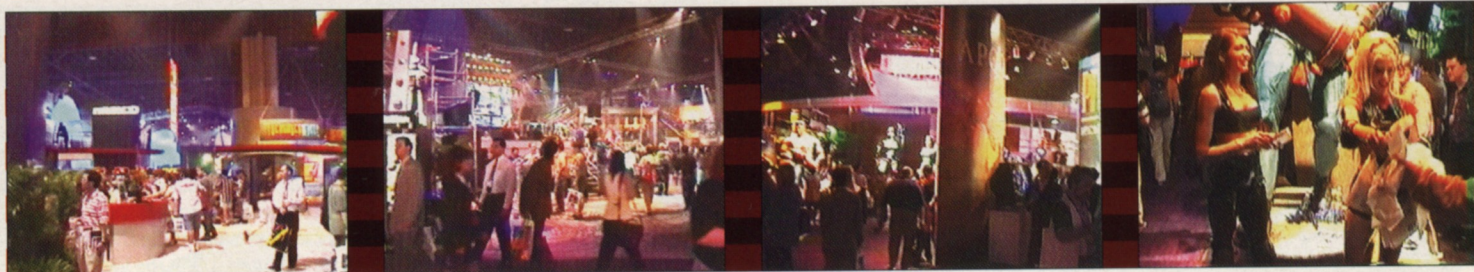
What makes the difference is not bit size, but custom chips – in some ways, the 8-bit PC Engine was a better performer than the 16-bit Mega Drive because of its extra graphics hardware. Having seen what the N64 can do, both Sega and Sony will be working on ways to beat it by creating customised silicon, but the processors at the heart of the new machines will almost certainly be 64-bit.

You can send letters the old-fashioned way to

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or you can e-mail us at
64mag@paragon.co.uk.

All letters are read, but we're afraid we can't enter into personal correspondence. So no SAEs!



E3S Are Good!

A **SWEATY** convention hall in the **MURDER** capital of America, filled with **BLOATY** Yank businessmen, might sound like your idea of **HELL**. But if you had an interest in **N64** games, it was the only **PLACE** to be in July...



E3 IS THE UNDISPUTED heavyweight champion of videogame shows. This year it was held in Atlanta, the city which recently hosted the Olympic games, and is the home of the little-known Coca-Cola corporation. This year over half a million square feet were devoted to the very latest next generation console and PC games, with all of the biggest names in software trying to out-do each other and create the most noise.

This was a crucial time for Nintendo, because of worries about a delay for the 64DD (or whether it will come out at all?) and a general lack of quality games since the launch of the machine worldwide. Yes *Mario 64*, *Pilotwings* and *Mario Kart* all proved to be stunning, but a great many others (*NBA Hangtime*, *Cruis'n USA*, *Hexen*, *Mortal Kombat*) were real stinkers and made a mockery of the big N's commitment to quality. Nintendo owners wanted reassurance that the N64 would pull something special out of the bag to thwart the Sony PlayStation.



Nintendo

The Nintendo stand dominated the show, and this year, as in all previous ones, the company name was emblazoned in ten foot high letters all around the central dome area. The entire area was buzzing with activity, however many of the themed zones contained games which we are now all familiar with even if they haven't yet been released in the UK officially.

There's something incredibly ridiculous about watching 18-stone men climbing aboard a small mock-up of a *Starfox* Arwing, or packing their prodigious, sofa-arsed frames into the seat of a go-kart for a heavy session on *Super Mario Kart*,

but that's what they were doing in their droves. As ever, Nintendo know how to present their products, and unlike Sony, every game booth made you feel as if you were taking part in the action, rather than simply plonking you in front of a plastic case containing a PlayStation and a 28" Trinitron. When you walk onto a Nintendo stand, you instantly become one of the family.

First the bad news. The 64DD has now been delayed until March 1998 in Japan, which sadly means no European launch until at least Christmas, and maybe even a full year later. Howard Lincoln, the CEO of Nintendo America, desperately wanted to downplay the significance of this and concentrate on the software line-up, but many people we talked to at E3 were massively disappointed that there was no new hardware from Nintendo. Lincoln did however say that there would be 40-50 N64 games by Christmas, which is good news in anybody's book. Question is, how many will be *Starfoxes*, and how many will be *Hexens*?





Banjo-Kazooie

Due for a release in November, *Banjo-Kazooie* is a stunning-looking (dare I say it) *Mario 64* clone which takes the gameplay of the Miyamoto classic and adds more character moves and forced situations. Rare of course created the successful *Donkey Kong Country* games and it looks like two in a row, as the cutesy characters in the game are bound to be popular with Nintendo gamers across the globe.



You control Banjo, a honey bear with a Mario-esque repertoire of moves, and your sidekick is of course Kazooie – a red crested Breegull parrot type-thing. Like the classic 8-bit game *Head Over Heels*, the two join together to enable you to fly to other parts of the level, and when not doing the aerial antics, Kazooie is thoughtfully stuffed in Banjo's duffel backpack. Charming.

Banjo-Kazooie is more of the same 3-D free-roaming gameplay introduced in *Mario 64* and although it looks crisp and highly detailed (more textures, intricate characters) the gameplay is worryingly similar and you can't help feeling that perhaps originality is swiftly going out of the window in favour of a tried and tested formula.

Fortunately *Banjo-Kazooie* is very playable and instantly appealing, and the combined characters have 24 different moves, easily beating *Mario 64* and giving you plenty to do. The game has 16 levels and the aim is to find missing golden puzzle pieces in the quest to save Banjo's girlfriend. It's all very familiar, but there is plenty of variety because you can



actually be turned into other creatures if you had mouth the witch doctors found on each level. This can either severely inhibit you, or actually pave the way to a secret zone which was previously inaccessible. *BK* is a great looking game, but nothing new and many show members were disappointed that the supposed game of the show, was nothing more than *Mario* in new clothes. We have to agree. How many more *Mario* clones must we suffer before the likes of *Zelda* appear?

Two things made Nintendo the talk of the E3 show: Rare and the price of cartridges. But it has to be said that there was a distinct lack of N64 games on the Nintendo stand – many of the really hot titles were simply running on a continuous VHS loop.

Some of the most exciting news at E3 was that at one of the developer conferences Nintendo pledged it would reduce cart prices across the board by 10-20%, and that includes third party developed games such as Acclaim's *Extreme G* and Titus' *Lamborghini 64*. This has been made possible by restructuring the manufacturing process and it certainly breathes some life back into the N64 games scene. Seventy quid is really too much for a console

game. The price cuts should take place immediately in Japan and America, although it may take slightly longer for the effect to filter down to the UK. There is light at the end of the tunnel though.

Rare was without a doubt Nintendo's saving grace this year, with a brace of new and exciting games worth boasting about – at least some developers can be relied upon. First up is *Banjo-Kazooie* (yes I know, an awful name) which was previously called *Dream* (as reported last month) and was expected to be the game of the show. Apparently *Dream* sounded a bit too close to *Nights: Into Dreams* by Sega, and so the goofy new moniker was thought up. Doh!



Conker's Quest

Rare's second secret project was... you guessed it, another 3-D adventure, only this time featuring a hyperactive squirrel instead of a honey bear. The differences end there though. Same violent green grass. Same wall textures, and the little guy even does a bottom bounce. In fact *Conker's Quest* looks like a 64-bit version of Ocean's platform game on the Super NES, *Mr Nutz*, with the two central characters looking practically identical.

Conker's Quest, let's face it, is a desperate cartoon action game which is made to look redundant by the more visually impressive and innovative *Banjo-Kazooie*. Once again we've got Conkers himself joined by a 'loveable' sidekick (this time, a chipmunk called Berri – does anyone care?) complete with 'amusing' facial expressions. The gameplay is pure *Donkey Kong Country* and obviously aimed at very young Nintendo players – any other



sane person will be insulted this cynical marketing exercise. Rare should have stuck with *Banjo* and forgotten about this carbon copy, but you have to remember that this is merely a first impression. *Conker's Quest* might have loads of hidden depth. Maybe.

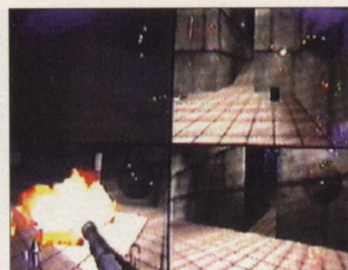




Goldeneye

Yes! Yes! Yes! This is more like it. Thankfully, for its premier N64 game, Rare has abandoned brightly coloured cartoon mascots and produced a film tie-in of unequalled quality. *Goldeneye* was without a doubt the Nintendo game of the show and for the first time we could see the majesty of the full screen mode, and also play both two and four player split screen deathmatches.

Words can hardly describe the feeling of whipping all those smug American videogames journalists on their home turf, especially as I could play Bond and they were consigned to being the duelling-scarred henchmen. This is a



game to get saving for.

Goldeneye will be the first of the Rare games to hit the shelves (August in America) and looks to be the most fun for adult gamers. Ask anyone at the Atlanta convention centre what they thought Nintendo's ace card was, and "*Goldeneye*" was the unanimous reply. Not only is it graphically far better than *Turok*, but there are 18 huge levels, lifelike polygon enemies, digitised faces, and an excellent arsenal of real life weapons and gadgets. Only *Mission: Impossible* comes close in the 'must have' stakes. *Goldeneye* is also compatible with the Rumble Pak which adds to the realism and as Nintendo put it "ensures that the James Bond experience is shaken, not stirred."



One excellent new feature is the ability to press one of the shoulder buttons on the pad and bring up a zoom in view, complete with sniper's cross-hair. This is perfect in the one and multi-player modes, for hiding from the enemy and then picking them off one by one from a great distance. A clever touch and one that is a definite improvement over *Turok*.

Goldeneye will be featured more heavily in a future issue of 64 MAGAZINE and looks to be one of the N64's best games, especially as Ocean was not even showing *Mission: Impossible* at the show, the reason rumoured to be because *Goldeneye* was far better than anyone had predicted.



The Starfox Challenge

All around the Nintendo stand for were posters advertising the Starfox Challenge and the chance to win a limited edition leather jacket. The idea was that attendees would battle it out in groups of four in the multi-player game, and the one with the most kills would go on to the next round.

Obviously the competition was thick with American and European games hacks and the eventual winner was one Andrew Reiner from *Game Informer* magazine. But the best was yet to come as Shigeru Miyamoto himself emerged from behind a curtain along with some games testers from Japan and proceeded to engage in a battle to the death. Not surprisingly, Reiner was summarily whipped, but was still presented with a gold N64 joystick signed by Miyamoto himself.



VHS Disappointment

A major blow was the lack of playable versions of so many of Nintendo's flagship titles, which were instead only showing on a constantly looped tape. We had hoped to see *Zelda 64*, *F-Zero 64* and *Yoshi's Island*, but to no avail – they were withheld at the last minute.

Zelda 64 continues to impress, and judging by the combat scenes depicting Link battling with a giant skeleton and the Grim Reaper, it will be a sensational graphical adventure. But how long will must we wait? The decision to bring it out without the 64DD is a key move by Nintendo and it looks likely for a Christmas or early 1998 release. Many expect this to equal the standard of gameplay set by *Mario 64*.

F-Zero looked excellent though – a high speed rollercoaster ride which takes the original flat track Super NES

game and adds loop-the-loops, banked turns and incredibly slick chicanes and jumps. The ships are now made of polygons rather than sprites and are far more detailed, but apart from that the gameplay remains the same, and it was obviously in a very early state. The only cloud on the horizon is that *Extreme G* will probably be out before *F-Zero* and it looks just as fast.

Also shown on video was *Yoshi's Island*, which is a colourful horizontally scrolling variation of the Super NES game, not a 3-D platformer. *Body Harvest* was still early, but had plenty of shoot-'em-up action (and looked good), and *Mischief Makers* (actually out now in Japan as *Yuke Yuke!! Troublemakers* – see review on page 34) was a vivid, but hardly sensational looking platform adventure.

Major League Baseball

To prove how lifelike and visually impressive its baseball game was, Nintendo had it running next to a real baseball match using the same camera angles. Featuring Ken Griffey Jr, who is apparently some famous baseball-type bloke, *Major League Baseball* is packed with over 35,000 frames of animation and it certainly shows, with large rendered players performing every conceivable move, and this looks to be the most accomplished version of the sport yet. If you like that sort of thing. Expect a release in September in the US.



Tetrisphere

How to update the most simple game since *Pong*? Simple, make the whole thing based around a gigantic rotating sphere, with new blocks slotting in and incredible angles until you get right through to the core. *Tetrisphere* is a compelling idea and the slick graphics and presentation will undoubtedly make it a hit with Nintendo gamers who thirst for a puzzle game. Developed by Canadian programming house H2O, you will need all the skills of the original game, except you must also think in three dimensions against a strict time limit. A neat distraction and a solid addition to the N64 catalogue.

THIRD PARTY DEVELOPERS

LIKE AN OVER-PROTECTIVE PARENT, NINTENDO ALSO HAD MANY OF ITS THIRD PARTY DEVELOPERS ON ITS OWN STAND, WITH TITUS, HUDSONSOFT, BOSS GAME STUDIOS, KEMCO AND RARE ALL CLUSTERED AROUND THE BACK, ALTHOUGH THE LIKES OF OCEAN, DMA AND MIDWAY WERE SCATTERED TO THE FAR ENDS OF THE SHOW. WHAT DID THEY HAVE TO OFFER?

Hudsonsoft

Bomberman 64 was tested for the first time at E3 and it has to be said was a disappointment. Now that the game has been planted in an isometric landscape, it is far harder to find opponents, and there was a general feeling of "if it ain't broken, why fix it?" The control system was well implemented though, and graphically it is obviously much better, but purists will be horrified by this *Bomberman/Mario 64* monster. When they had something as perfect as the original Super NES *Bomberman*, whatever possessed Hudsonsoft to screw around with the formula?



Ocean

Curiously, Ocean's stand was invite-only this year, which is a bit silly when you think that a trade show is generally all about showing off and letting everyone see what you've got to offer.

The big disappointment was that *Mission: Impossible* was not ready and so no-one could play the game everyone's talking about. If you read the last issue of 64 MAGAZINE then you'll know how promising this game is, but sadly we'll have to wait even longer for a complete playtest.

Multi Racing Championship was available though, and it's looking better and better the more we see of it. All the cars have now been added and the two player split screen mode has been tweaked as well to avoid any speed problems. The most interesting feature of this game is that you can take many different routes throughout each level and there are loads of different driving conditions to test you. You also get full customisation (spoilers, transmission, tyres, suspensions etc). Expect a UK release of *MRC* after September which should mean about the same time as Kemco's *Top Gear Rally*.

Ocean also had a news of a brand new N64 title called *Space Circus*, which is about a series of sabotages on the titular show and your attempts to solve the crime. *Space Circus* is a 3-D game, much like *Banjo-Kazooie*, but with more adventure elements and far more humour. Expect a release not before mid 1998.



Titus

Crammed in the bottom corner of the Nintendo stand near the press desk was little known 64-bit developer Titus, which was showing its first big N64 game, *Lamborghini 64*. This is a racing game featuring the Lamborghini Diablo (any hopes of a complete Lambo line-up were soon dashed) and it looks pretty decent, although there was very little traffic in evidence, and the ultra-responsive control method took some getting used to. Graphically, the game is polished and detailed and just to ram home the point of the official Lamborghini licence, Titus also had a gleaming red real life Diablo dominating its stand. No free test drives though – damn them!

Titus was also debuting *Superman*, which looked still in its preliminary stages of development and is a 3-D adventure using the Man of Steel as the hero. Not surprisingly, Titus is keen to stress the X-ray vision superpowers which makes use of the N64's graphical hardware, but other than that it's still too early to say. Don't expect *Superman* to arrive until the end of this year, and don't forget that Titus is also converting *Virtual Chess* to the N64 – can't wait.



Kemco

Nothing to do with the coffee company which the adverts would have us believe is run by a horny woman in a short skirt rather than a bunch of fat old men in grey suits. Their big game, created by Boss Game Studios, was *Top Gear Rally*, which was the first proper racing game announced before Ocean's *MRC* and has thus received more attention from the press. Full playable booths were running the game, as well as a large projection TV for those who weren't afraid to embarrass themselves in front of a crowd. The game is now looking sensational, with realistic handling and *Sega Rally*-style cars which can be thrown all over the place. The desert section, snow and night sections were all tested and proved to be great fun, although the overall speed was not as high as expected, and it was tough

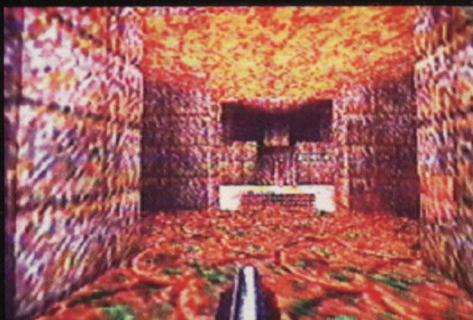
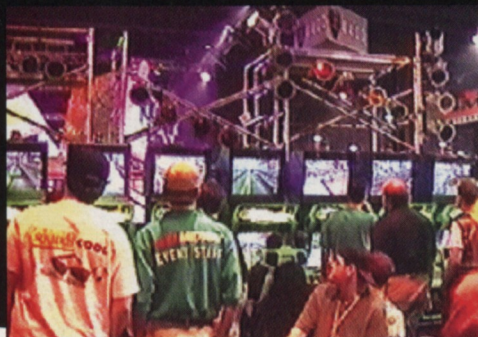
getting used to not over-working the analogue control. The only other comment made was that there wasn't really anything else on the track and so many of them seemed empty. A promising title though.

Kemco also had a snowboarding game running, called *Twisted Edge*, but it was just a rendered intro upon closer inspection and showed little of what to expect.



Midway

Midway's colossal stand was dominated by an eight coin-op link-up challenge on *San Francisco Rush*. The arcade quality N64 version was also on show and proved to be extremely playable, especially as the cars crumpled and gradually became more difficult to control. Graphically there is very little difference between the 64-bit version and the full blown coin-op, so expect high speed fun in November on import and the UK for Christmas. *Mortal Kombat Mythologies* is the 'long awaited' platform adventure starring members of the *Mortal Kombat* family – like the world was just crying out for a platform game based on a dodgy old beat-'em-up. First impressions were disappointing, as the game looks like nothing more than a 16-bit horizontally scrolling beat-'em-up, but it was still early, and the opening movies game some indication of the majesty of the N64 version. *MK Mythologies* is subtitled *Sub-Zero*, and it is expected, if successful, there will be more games featuring different characters in the lead.



Mace: The Dark Age was an impressive looking slash-'em-up which boasted large screen-sized characters hacking divots out of each other with reckless abandon and is thought to be released in September. It certainly looked far better than *Killer Instinct Gold*, but then, most things are.

Quake was at last running, but the only level that was playable was the final one from the first zone (the one with a large red demon you must electrocute). This brief look still showed off the N64's ease with shifting this type of first person



perspective game around and it bodes well for the full game. This is going to be just as good as the PC version and again it shows up the PlayStation's inability to do this style of game.

Hot news off the press is that GT has bought the developer Single Trac (who produced *Twisted Metal 2* on the PlayStation) and that this company is at the moment working on a Nintendo 64 game. More details soon.

Hexen was also on-show, but that is reviewed in this very issue of 64 MAGAZINE, so you know what we think of that pile of tat.



Konami

Smug with the popularity of the superb *ISS 64*, Konami was riding on the quest of a wave and certainly had the loudest stand, as an obnoxious American shouted encouragement to contestants who stood a chance of winning \$10,000 if they scored a basket from 20ft. Presumably this was something to do with *NBA In the Zone '98*, but since we didn't win ten grand we couldn't be bothered to find out.

Big news on N64 from the Japanese games giant was the official *Nagano Winter Olympics* game due out in February for both N64 and PlayStation, and *Hybrid Heaven* for N64 only which is a 3-D fighting/espionage game in a similar vein to *Metal Gear Solid* on PlayStation. Both were only on video, but looked very promising, with the *Olympics* game using the age-old joystick waggling method of building up energy bars to win events. This is perfectly suited to the N64's analogue joystick. Events include



snowboarding, ski jumping, skiing and speed skating. Cool. Konami had *Dracula 3-D* (*Castlevania 3-D*) on video also, and this showed the excellent graphics engine, but sadly not much else. We can tell that it will be very much like *Zelda 64*, but with a darker edge. Can't see this one arriving anytime soon.

Acclaim

Acclaim has had a tough time the last couple of years but a shrewd investment into respected long-time developer Probe has now reaped dividends in the form of *Extreme G*, a racing game that takes you to the limits of excitement.

Proudly showing on many of the monitors at the understated Acclaim stand, *Extreme G* was jaw droppingly fast, and contains tracks the like of which have never been seen before. One minute you're flying down a long straight; the road lines blurring due to the excessive speed, and the next the road drops straight down, and your speed bike literally takes off for the majority of the hill.

Graphically, *Extreme G* is pretty, but not overly detailed and this keeps the frame rate per second into the high sixties. The tracks twist and turn at a dizzying rate and many people left the stand completely disorientated due to the overwhelming level of concentration needed to get past the first lap. If we have a prediction for a game of the year, this could be it.

Acclaim was also showing *Forsaken* and *Quarterback Club '98* (American football, if you weren't sure) but nothing yet on *Turok 2*. Expect some early screenshots of this soon though.



THQ

One of the few third party developers with more than one title for the N64, THQ continues its relentlessly glorious relationship with Nintendo by being one of the few remaining Super NES and Game Boy publishers. At E3 were *Quest 64* and *WCW Nitro: World Tour*. The latter is a licenced wrestling game featuring 60 outgoing blokes in silly suits, 20 of which are WCW and New World

Order wrestlers. Due for a release in November, *WCW Nitro* looked very much like the PlayStation game, only with smoother graphics, slightly larger fighters, and far more colours. At this early stage, the movement was limited, but you do at least get the feel for what the finished game will be like. *WCW Nitro* was also on show in the Nintendo Sports Dome.

Quest 64 is, groan, a *Mario 64*-esque RPG which aims to give players a bit more depth than simply

stomping on enemy's heads and collecting coins. You take the roll of Shanjaque, a dude with the power to manipulate nature, who has become a Spirit Tamer. Unfortunately, the secret of the Spirit Tamers has been half-inched and thus ensues a 3-D graphical adventure which actually looks quite good. The level of detail and sense of perspective is particularly decent and *Quest 64* takes place over three countries – so it should prove quite a challenge.



GT Interactive

Of course the biggest attractions on the GT stand were *Duke Nukem* and *Quake*, and both were looking mighty fine on the N64, which is more than can be said for the PlayStation versions. *Duke Nukem* on PSX was a horrid jerky travesty compared to the sumptuous textures and free flowing movement of the N64 version, and it was good to see new areas and objects included in the game so that it isn't just a straight PC port.

Duke Nukem also boasted the two and four player split screen modes which were incredibly playable, if a little confusing because there are no borders between each screen and they tend to all blur together after a while. The *Duke* booth was also dwarfed by a huge model of the man himself up to his knees in spent gun casings. *Nukem* is still cool, even a year and half after his debut on PC. Some guys have just got it...



Gametek

Gametek's only confirmed UK N64 game was *Robotech: Crystal Dreams*, a space adventure/shoot-'em-up based on the vastly popular Japanese cartoon series (actually three different series hacked into one by the Yanks – Ed) which has unfortunately never been shown in the UK outside the graveyard shift on the Sci-Fi Channel. The game features huge 20km long texture mapped space ships and if you get tired of blasting the Zentraedi, you can always dock with your own capital ships and then wander around talking to crew members. *Robotech* promises plenty of laser-scorched action, but at the show the colours were muted and it didn't look as advanced as the developers claimed it was. More polish on the presentation is needed, but you can't deny that the depth of gameplay and the appeal for fans will make it popular in American at least. Will anyone ever get round to doing a



Battle Of The Planets game, though?

Gametek also claimed that it would be bringing its conversions of the two hit US game shows *Wheel Of Fortune* and *Jeopardy* to the UK, but whereas



the former is actually quite popular over here, the latter certainly isn't. *Wheel Of Fortune* was incredibly good looking though. Just hope that the UK version doesn't have Bradley Walsh in it!

In Summary

WITHOUT A BIG PIECE OF HARDWARE NEWS, THIS YEAR'S E3 WAS NOT AN EPIC ONE FOR NINTENDO. WHAT WAS REALLY NEEDED WAS THE 64DD STRUTTING ITS STUFF, OR SOMETHING REALLY HUGE ON *F-ZERO 64* OR *ZELDA*. THAT WOULD HAVE DAZZLED EVERYONE AND DRAWN SOME ATTENTION FROM THE FACT THAT SONY HAD HUNDREDS OF NEW GAMES, MANY OF WHICH LOOKED VERY PROMISING INDEED. SCEPTICS MIGHT SAY THAT THE NINTENDO STAND LOOKED EMPTY, AND THAT TOO MANY OF THE KEY GAMES WERE NOT EVEN THERE, BUT THERE WERE PLENTY OF GEMS, YOU JUST HAD TO DIG DEEP FOR THEM. *EXTREME G* IS A GOOD EXAMPLE.

THE GOOD NEWS IS THAT NINTENDO HAS RECOGNISED THAT CARTRIDGE PRICES ARE TOO HIGH AND IS ACTIVELY DOING SOMETHING ABOUT IT. WHAT THE N64 REALLY NEEDS NOW IS MORE QUALITY SOFTWARE – AND SOON. THERE WAS ALSO NOTHING FROM CAPCOM OR NAMCO – WHO WOULD LIKE TO BET MONEY THAT THERE ARE A FEW SURPRISES IN STORE REGARDING THOSE TWO IN THE NEAR FUTURE?



Also Showing...

As well as the **NEW** games on display at E3, many **SOFTWARE** companies waited until **AFTER** the show to **REVEAL** more shots of **GAMES** that are nearing **COMPLETION**. Here's a **SELECTION**...



Yoshi's Island 64

With *Yoshi's Island 64* now penned in for a late summer release on import, the programmers must be on the final stretch, and Yoshi's adversaries just keep getting weirder and weirder! The landscapes are also getting odder – check out the pirate ship level below, which has a background made out of Fuzzy Felt! *Yoshi's Island* looks as if it's going to be as good to play as its Super NES predecessor – we can't wait!



Zelda 64

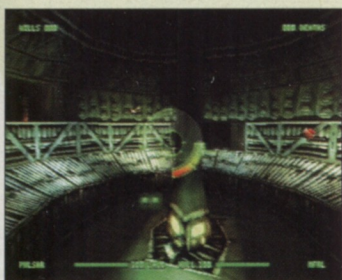
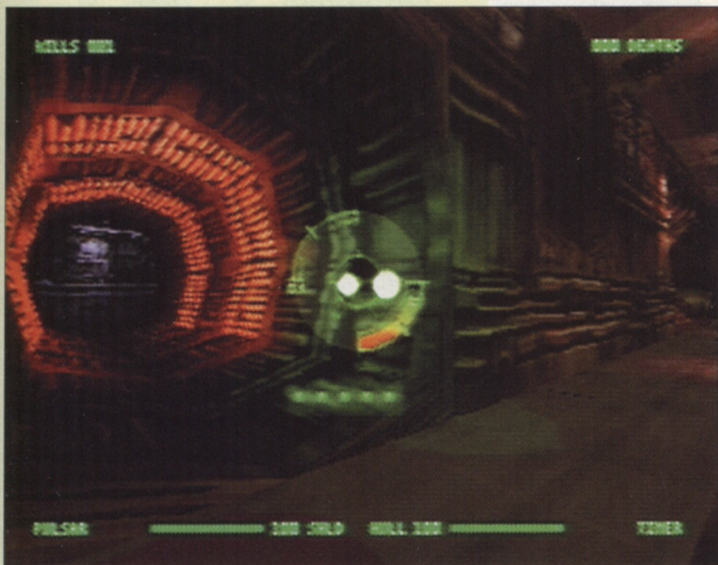
The most eagerly awaited game on the N64 since *Super Mario 64* is slowly but surely nearing completion, and we've got the pictures to prove it! Link can now engage his enemies in combat and roam at will through the increasingly detailed landscapes. Any worries that the cartridge version might be horribly cut-down seem to be unfounded – if Nintendo can put chickens in the game, they've obviously reached the "Now what else can we do that's cool?" stage!



Also Showing...

• Forsaken

Though it's only at the very early stages of development, Acclaim's *Forsaken* is already showing off some stunning images. The game is a zero-g chase through twisting tunnels – watch out for more on it soon...



NFL Quarterback Club

Acclaim's last game in this mini-roundup is *NFL Quarterback Club 98*, an American football game with potentially stunning looks.



Konami's latest sports game looks set to follow in the studded footsteps of the mighty *ISS 64*, featuring multi-player Olympic action – here are the first shots of the new title!



• Nagano Winter Olympics



• Extreme G

Another Acclaim game, *Extreme G* comes from Britain's own Probe Software, and we hope to bring you a behind-the-scenes look at its development next month!



NINTENDO 64.
PLAYSTATION.
SATURN. Which is
really the best
machine for
HARDCORE gamers?
The gloves come off!

WARE

24



IN THE PLAYGROUND WORLD inhabited by most console magazines, one machine is superior to all others – the one that magazine is dedicated to. If you've read many console mags, the chances are you'll have seen a phrase along the lines of "[game name] is crap 'cause it's on [other console], whereas [similar game] is brill 'cause it's on our console." So, by that reasoning, we should be saying that *Tomb Raider*, *Nights*, *Rage Racer*, *Fighters Megamix* and *Tempest 2000/X3* are crap 'cause they aren't on the N64.

Bollocks to that!

A great game is a great game, no matter what hardware it's running on, and don't let any moron tell you otherwise. Here at 64 MAGAZINE, our work might revolve around the N64, but that doesn't mean we worship it to the exclusion of all else. Like any console, there are areas where it beats the competition – and other areas where it lags woefully behind. By pointing out the latter, hopefully it'll encourage Nintendo to deal with the problem...

Over the next few pages, 64 MAGAZINE presents a uniquely unbiased head-to-head-to-head contest between the N64, the PlayStation and the Saturn, pitting them against each other in a total of nine categories – based on what's happening *now*, rather than six months in the future. Which of the three *really is* the ultimate games machine?

Beat-'em-ups

FIGHTERS MEGAMIX – GRAPHICALLY DATED, BUT UNMATCHED FOR GAMEPLAY.



No fair! Both the Sony and Sega machines team up to kick the crap out of the defenceless new kid on the block before settling things between themselves. *Mortal*

Kombat Trilogy and *Killer Instinct Gold* quickly fall to an unstoppable flurry of blows from *Street Fighter Alpha 2* on the 2-D fighter front, and the laughable *War Gods* and dull *Dark Rift* are brutally reduced to a bloody smear by the PlayStation and Saturn's massed 3-D forces. With Nintendo out of the way within seconds, it's down to *Tekken 2* and



Soul Blade to face up to *Fighters Megamix* (*Virtua Fighter 2* plus *Fighting Vipers*) – the result is a draw, but the Saturn wins on points by having a better version of *SF Alpha 2*. Sega Saturn – champion of the beat-'em-up world!

SEGA'S NEW
PR GIRL DIDN'T
INFLUENCE OUR
DECISION AT ALL.



WAR

AWARDS



GOLD



SILVER



BRONZE

Shoot-'em-ups

Which console really gets the adrenaline pumping? *Starfox 64* gets things off to a cracking start for Nintendo, but the side is let down badly by a lacklustre version of *Doom* and a dearth of other shooters. Meanwhile, the PlayStation locks and loads with the likes of *Mechwarrior 2*, *Die Hard Trilogy*, *Syndicate Wars* and *Tempest X3*, and tosses in a grenade in the shape of *Williams Arcade Classics* (*Defender* and *Robotron 2084*), blowing up Sega's similar but slightly inferior line-up. Nintendo only just beat out Sega, and purely on the strength of *Starfox* – a couple more original shooters in Sega's ammo box, and the Big N would have been relegated to third.



SYNDICATE WARS – AAARGH, AAARGH AND MORE AAARGH.



STARFOX – ACTION ALL THE WAY. WITH TOADS.

Adventures

SHINING THE HOLY ARK – SOUNDS LIKE A JOB FOR MR SHEEN.



SUIKODEN – DUNNO WHAT IT MEANS, BUT IT'S A GOOD GAME.

2-D and 3-D, real-time and RPG – whatever the form, they're all lumped together in this category. On the RPG front, Nintendo are still fumbling with their scabbards, as they have exactly none. The Saturn, on the other hand, is already whiffing through the tulgy wood with help from *Shining The Holy Ark* and *Dark Saviour*, while the PlayStation lops the head off the dragon and brings home a treasure chest with *Suikoden* and *Final Fantasy VII* inside. Entering the third dimension, Sega score some valuable bonus points with *Nights*, and then it's Mario vs Lara Croft. Conventional wisdom says that



ZELDA 64 – NOT HERE YET, SO IT DOESN'T COUNT.

Mario wins, but even within the 64 MAGAZINE offices, there are those who prefer the distaff Indiana Jones's Uzi-toting Atlantean antics to the saccharine rescue-the-princess-again plumberfest. Had Nintendo got *Zelda* out by now, they could have been a contender. But they haven't, so they aren't.



NIGHTS – ACID NOT REQUIRED.

Racers



RAGE RACER - ROUND THE BEND.



Gentlemen, start your engines! Sega nip into the lead with *Sega Rally* and *Manx TT*, but are quickly outpaced by the PlayStation team of *Rage Racer*, *Micro Machines V3* and *Wipeout 2097*. Suddenly, there's a screech of tyres, the scent of high-octane fuel and burning rubber and a cloud of dust rapidly disappearing over the horizon. Nintendo deal out the double whammy of *Wave Race* and *Mario Kart 64*, having fortunately put sugar in the tank of *Cruis'n USA* before the race began. Chequered flag goes to the boys from Kyoto. Result!

MARIO KART 64 - BEAT DIS!



Sports

American software houses might endlessly spew out upgrade after upgrade of American football, baseball and ice hockey games year in year out, but there's only one

game that counts for anything – the beautiful one. Any of the current *FIFA* games can be discounted before the kick-off as, no matter what format they may be on, they're all as welcome as a verruca floating in the baths. The Saturn is then left with Sega's own *Worldwide Soccer '97*, a pretty impressive showing, but it's outflanked by Konami's *International Superstar Soccer Pro* on the PlayStation. Konami then go one better with *ISS 64*, the best football game ever on any format. No need for a penalty shootout here – Nintendo claim the cup with ease.



ISS 64 - BEAT DIS TOO!



Controller

The Saturn's eight-button pad is an update of the second generation Mega Drive pad, with six thumb and two shoulder buttons. Small and comfortable, it's optimised for beat-'em-ups, which is convenient as this is an area where the Saturn excels. Sony's pad also has eight buttons, but in their case it's four thumb,

four shoulder, which is better for games where button combinations are needed, such as *Tomb Raider*. However, the D-pad can get painful after extended use because of its raised corners. Nintendo of course amazed everyone with their tri-pronged controller, which combines digital and analogue controls with a total of nine buttons (six thumb, two shoulder and one 'trigger' on the pad's underside), though it's physically impossible to access them all at once. The C buttons, a group of four meant for controlling camera functions in games like

Mario 64, are unfortunately too small and close together for fast action games.

Both Sony and Sega have also produced analogue pads, producing cries of 'ripoff!' from some clueless Nintendoids who think videogames were invented in 1996. Sega's odd-looking circular joystick (supplied with *Nights*) has a neat analogue controller just below its D-pad, while Sony's goes one better and not only has *two* analogue controllers, but a built-in vibrating feedback device (which, unlike Nintendo's Rumble Pak, doesn't need batteries) to boot!

So which pad is best? It's tough to single out a winner, as each pad is best for different types of game. In this case, we'll tip the N64's pad as the winner because of its innovative nature, but only by a tiny margin over the multifunctional PlayStation and old-fashioned but effective Saturn efforts.



SEGA'S NEW INVISIBLE CONTROLLER WASN'T A BIG SELLER.



Graphics

"Ha! Easy win for Nintendo!" you might think. Well, you'd be right about the winning, but it's not by the crushing margin you'd imagine. Sure, the N64 has got tri-linear anti-aliased mip-mapping and all that technobabble, but those fancy textures need a lot of memory – memory which is hard to come by on a cartridge. As a result, the same textures are used again and again by different games, which gives a 'samey' look to many N64 titles. Lousy programming can also defeat the object of the machine's graphical gadgetry – if you've got 20-20 vision, watching *FIFA*'s fuzzy anti-aliased players for a while will soon give you an idea of what myopia is like. Not that the PlayStation's dodgy polygon clipping and texture warping, or the Saturn's lack of flashy effects like transparencies or overall low polygon count (the machine was designed more for traditional sprite-based 2-D games than 3-D work), are any better.

However, when it's working to its full effect (as in *Wave Race* or *Starfox 64*), the N64's graphics look absolutely stunning. All that money Nintendo paid to Silicon Graphics was worth it after all...



Sound

A fairly short section; to be honest, there isn't that much difference between the three, at least to the tone-deaf types in the office. Nintendo might have the most advanced sound chip, but once again the memory limitations of cartridges cause problems. *Starfox 64* aside, the current crop of N64 games have yet to produce any really stunning sonics – "It's-a me, Mario!" certainly



doesn't count. In fact, the Super NES had a better selection of amazing audio (games like Konami's *Axelay* are rightly considered to have classic videogame music) than its successor has shown to date.

Since they have the advantage of a CD-ROM drive as well as their impressive sound chips, both the PlayStation and Saturn come out on top. Either console can be used as a perfectly adequate CD player as well. To this reviewer's tin ear, the Saturn had a slightly clearer sound when pumping the Prodigy's finest through the hi-fi, so Sega sing the high note in this category.



Potential

The final item – which machine has the best prospects? Which will go on to a glittering career after graduating from Gaming University with a Double First, and which will wind up sniffing glue in a gutter?

First to fall is the Saturn. The oldest of the next generation consoles, it's also showing the most signs of stress as it tries to keep up with the ever-increasing demands new games make of it. Many programmers like the Saturn because they can 'bang on the hardware' and get effects even its designers never imagined were possible (compare the original *Virtua Fighter* to something like *Nights*), but it's very close to its limits. It is also suffering in terms of new releases, as software companies concentrate on the more popular (hence more lucrative) PlayStation.

Mention of the PlayStation brings us, in Barry Norman fashion, to Sony's machine itself. The PlayStation dominates the next generation console market with over 14 million units sold around the world, so it's going to be around for at least another two years. Because the PlayStation's development kit is based on the PC, it is comparatively easy to convert games from computer to console, so most of the top PC games make it onto the PlayStation within a year of their initial release.

However, the console with the most potential is obviously the N64. A year after it first appeared in Japan, third-party programmers have had time to get to grips with its capabilities, and are finally starting to produce games that are worthy of the 64-bit machine. You only have to look at the amazing-looking titles shown at E3 (see the report on page 16 this issue) to recognise this. When the 64DD finally appears next year, it should for the first time give a game console the ability to play games with the same amount of depth as a good PC title. If Nintendo can just make the games 10 to 15 quid cheaper and sort out the PAL conversion problems, they'll probably achieve gaming perfection...



FINAL VERDICT

SO, THE NINTENDO 64 WINS IN THE END. GEE, WHAT A SURPRISE. COME ON, DID YOU SERIOUSLY EXPECT A NINTENDO 64 MAGAZINE TO RATE ITS RAISON D'ETRE AS SECOND-BEST?

THE EXERCISE DID HAVE A SERIOUS POINT, THOUGH. FOR ALL NINTENDO'S BRAGGING ABOUT THE SUPERIORITY OF THEIR SYSTEM, IT FALLS SHORT IN SEVERAL AREAS. SOME, LIKE THE SOFTWARE GENRES (ESPECIALLY BEAT-'EM-UPS) CAN BE TAKEN CARE OF EASILY ENOUGH WHEN SOFTWARE HOUSES GET THEIR ARSES IN GEAR AND RELEASE BETTER GAMES. (WE'LL BE TAKING ANOTHER COMPARATIVE LOOK AT THINGS LATER IN THE YEAR.) HOWEVER, NINTENDO'S USE OF CARTRIDGES RATHER THAN CDS IS LIMITING. DESPITE ALL THEIR BLEATING ABOUT CARTRIDGES BEING BETTER THAN CDS, NINTENDO COULD HAVE DROPPED AN 8X OR EVEN 10X CD-ROM DRIVE (SONY AND SEGA BOTH USE 2X DRIVES) INTO THE N64 AT LITTLE EXTRA COST, GIVING NO APPRECIABLE DIFFERENCE IN LOADING TIMES AND 40 TIMES AS MUCH DATA STORAGE CAPACITY AS THE LARGEST CURRENTLY PLANNED CART (128MBITS, OR 16MBYTES). DON'T GO THINKING THAT NINTENDO SELFLESSLY CHOSE THE FORMAT JUST TO GIVE GAMERS FAST LOADING TIMES, EITHER – IT WAS AN ENTIRELY BUSINESS-MOTIVATED DECISION, AS IT GIVES NINTENDO TOTAL CONTROL OVER GAME PRODUCTION AND A HEFTY SLICE OF THE ROYALTIES. US, CYNICAL? NO, JUST PRAGMATIC.

THE END RESULT OF ALL THIS IS THAT THE N64 IS GOING TO BE AROUND FOR SOME TIME YET, AND WITH GAMES OF EVER-INCREASING QUALITY ON THE WAY THERE'S NO NEED TO WORRY ABOUT ONLY HAVING THREE CARTS WORTH PLAYING. BUT ULTIMATELY IT'S THE GAMEPLAY, NOT THE GRAPHICS, THAT'S IMPORTANT – THANKS TO *TETRIS*, THE GAME BOY IS STILL OUTSELLING THE N64, NEARLY A DECADE AFTER ITS LAUNCH...



The Great

64

magazine

Questionnaire!

Win 5 Games!



MAGAZINES, EH? THEY CARRY

on without a care, churning out stuff that they think everybody wants but for all they know could be as popular as lard cakes at a supermodel party. And should any readers raise a voice in dissent, they're brutally slaughtered when a squad of hired goons with nunchukas and baseball bats is sent round to their house by the aggrieved staff. How *dare* anyone doubt the Great Plan of the Almighty Overlord Editor?

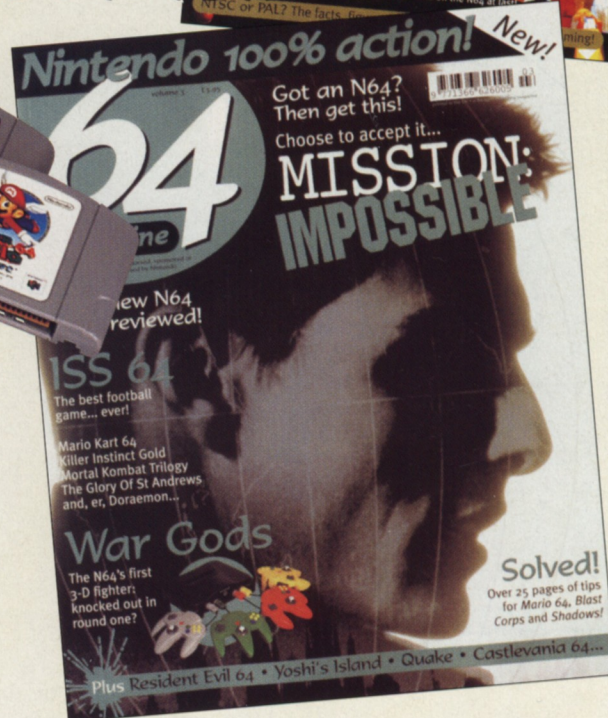
But not here at 64 MAGAZINE. We're an egalitarian, caring-sharing kinda mag, and we listen to our readers. Well, except when they keep whinging on about ancient history like the N64 price cut – enough already! But the rest of the time, we want to know what our readers think of 64 MAGAZINE and whether or not we're doing a good job for them – after all, you pay our wages...

This questionnaire is designed to let you tell us exactly what you think of 64 MAGAZINE – what we're doing

right, what we're doing wrong (perish the thought!) and what we can do to make it even better than it is already. We think we're producing the best N64 magazine on the market, and with your input, we can prove it.

Some of the questions might seem irrelevant – why do we want to know where you buy your food, f'rinstance? – but there's a point to the madness. The more we know about who reads 64 MAGAZINE, the better we can tailor it to your likes and dislikes. The more people like the mag, the more people buy it, which gives us more money to make the magazine even better, so more people like it, and so it goes on!

As an incentive for you to tick all those little boxes and send the results to us, one lucky respondent will blag a quintet of N64 games for their machine, and we don't mean five copies of FIFA 64 either. You get to choose 'em. If they're available, they're yours, whether you've got an official PAL machine or an NTSC import. Can't say fairer than that, John!



SEND YOUR COMPLETED QUESTIONNAIRE TO

**64 SURVEY, 64 MAGAZINE,
PARAGON PUBLISHING,
PARAGON HOUSE,
ST PETER'S ROAD,
BOURNEMOUTH BH1 2JS.**

**TO BE IN WITH A CHANCE OF WINNING THE
PRIZE, YOUR QUESTIONNAIRE MUST REACH US
BY SEPTEMBER 11TH.**

Readers' Survey

About You

1: YOUR NAME

.....

2: YOUR ADDRESS

.....

.....

.....

.....

3: ARE YOU:

Male ☐

Female ☐

4: HOW OLD ARE YOU?

Under 10 ☐

10-15 ☐

16-18 ☐

19-24 ☐

25-29 ☐

30+ ☐

5: WHICH OF THE FOLLOWING BEST DESCRIBES YOUR OCCUPATION? (Tick one only)

Manager/assistant manager ☐

Clerical/administrative ☐

Creative ☐

Self employed/freelance ☐

Shop worker ☐

Manual worker ☐

Factory worker ☐

Unemployed ☐

Student ☐

School ☐

Other ☐

6: WHAT IS YOUR AVERAGE ANNUAL INCOME?

Below 5k ☐

5-10k ☐

11-15k ☐

16-20k ☐

17: HOW MANY ISSUES OF 64 MAGAZINE HAVE YOU BOUGHT TO DATE?

All ☐

3 ☐

2 ☐

1 ☐

18: WHAT PROMPTED YOU TO BUY YOUR FIRST ISSUE OF 64 MAGAZINE?

Friend's recommendation ☐

Cover image ☐

Specific feature/game ☐

General look of the mag ☐

Reviews ☐

Free gift ☐

I buy all the N64 mags ☐

Other (please state) ☐

21-30k ☐

31k+ ☐

7: DO YOU LIVE (TICK MORE THAN ONE IF APPLICABLE):

With your partner/spouse ☐

With family ☐

With friends ☐

Alone ☐

In your own home/flat ☐

In rented accommodation ☐

In council accommodation ☐

8: DOES YOUR HOUSEHOLD HAVE ANY OF THE FOLLOWING? (TICK MORE THAN ONE IF APPLICABLE)

Satellite/cable TV ☐

Car(s) ☐

Video ☐

Hi-fi ☐

PC or Mac ☐

Internet connection ☐

9: DO YOU OWN ANY OF THE FOLLOWING GAMES CONSOLES? (Tick more than one if applicable)

Nintendo 64 ☐

Sony PlayStation ☐

Sega Saturn ☐

Nintendo Game Boy ☐

3DO ☐

Nintendo Super NES ☐

Sega Mega Drive ☐

Atari Jaguar ☐

Other ☐

10: WHAT ARE YOUR INTERESTS OTHER THAN VIDEOGAMES?

Playing indoor/outdoor sports ☐

Watching indoor/outdoor sports ☐

Music ☐

Education/reading ☐

TV and video ☐

Films ☐

The Internet ☐

Travel/holidays ☐

Sci-fi ☐

11: WHAT TYPES OF NON-GAME MAGAZINES DO YOU READ?

Football ☐

Other sports ☐

Cars ☐

Music ☐

Film ☐

TV ☐

Sci-fi ☐

Travel ☐

Lifestyle (please state: eg *FHM*, *Loaded*) ☐

.....

12: WHERE DO YOU USUALLY BUY YOUR: Clothes

.....

Music ☐

.....

Videos ☐

.....

Food ☐

.....

13: WHICH OF THE FOLLOWING GAMES MAGAZINES DO YOU BUY?

None ☐

Nintendo Magazine ☐

N64 ☐

Total 64 ☐

64 Extreme ☐

C&VG ☐

Edge ☐

GamesMaster ☐

EGM ☐

GamePro ☐

Other (please state)

14: WHICH OF THE FOLLOWING NEWSPAPERS DO YOU READ REGULARLY?

None ☐

Guardian ☐

Telegraph ☐

Times ☐

Independent ☐

Sun ☐

Mirror ☐

Star ☐

Express ☐

Mail ☐

Other (please state)

15: OF THE FOLLOWING, WHICH DO YOU HAVE?

Credit card ☐

Cashcard bank account ☐

Savings account ☐

Personal pension ☐

Mortgage ☐

Personal loan ☐

Company car ☐

Health insurance ☐

House insurance ☐

Life insurance ☐

Shares ☐

16: OF THE FOLLOWING, WHICH DO YOU HAVE?

Cheque book ☐

Mastercard ☐

Visa ☐

Building society account ☐

Switch/direct debit card ☐

Diners Club card ☐

American Express (green) ☐

American Express (gold or above) ☐

Other charge card ☐

About 64 MAGAZINE

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.....

.....

.....

18: WHAT PROMPTED YOU TO BUY YOUR FIRST ISSUE OF 64 MAGAZINE?

Friend's recommendation ☐

Cover image ☐

Specific feature/game ☐

General look of the mag ☐

Reviews ☐

Free gift ☐

I buy all the N64 mags ☐

Other (please state) ☐

19: HOW MANY PEOPLE READ YOUR COPY OF 64 MAGAZINE?

1 ☐

2 ☐

3 ☐

More ☐

20: WHERE DO YOU GET YOUR COPY OF 64 MAGAZINE?

Supermarket ☐

High street newsagent ☐

Local newsagent ☐

Petrol station ☐

Subscription ☐

Other (please state) ☐

21: DO YOU INTEND TO SUBSCRIBE?

Yes ☐

No ☐

If not, why?

.....

.....

.....

24: PLEASE RATE 64 MAGAZINE IN THE FOLLOWING CATEGORIES. (Tick one box only for each category.)

Section ☐ Good ☐ Average ☐ Poor ☐

Cover ☐ ☐ ☐ ☐

Design ☐ ☐ ☐

News ☐ ☐ ☐

Features ☐ ☐ ☐

Reviews ☐ ☐ ☐

Tips ☐ ☐ ☐

Solutions ☐ ☐ ☐

Previews ☐ ☐ ☐

25: WHAT DO YOU THINK OF THE WRITING IN 64 MAGAZINE?

Informative, clear and witty ☐

Informative but lacks humour ☐

Well-written and concise ☐

Contains waffle ☐

Lacking in detail ☐

Not enough critical comment ☐

Too much text, too few pics ☐

Too many pics, not enough text ☐



Readers' Survey

Written by you!

26: ON THE WHOLE, DO YOU AGREE WITH OUR REVIEWS?

- Agree ☐
Disagree ☐
Don't know ☐

27: WHAT DO YOU MOST LIKE ABOUT THE MAGAZINE?

.....
.....
.....

28: WHAT DO YOU LEAST LIKE ABOUT THE MAGAZINE?

.....
.....

29: DO YOU THINK 64 MAGAZINE IS:

- Too expensive ☐
Expensive but worth it ☐
A bargain ☐

30: IF THERE WAS THE POSSIBILITY OF A CHANGE IN PRICE, WHICH OF THE FOLLOWING WOULD YOU PREFER?

64 MAGAZINE to stay at the same price with the same high production values (paper, covers, etc) ☐

64 MAGAZINE to fall in price but use lower quality paper and covers ☐

31: HOW DOES 64 MAGAZINE COMPARE TO OTHER N64 MAGS?

| | BETTER | SAME | WORSE |
|-------------------|--------------------------|--------------------------|--------------------------|
| N64 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Nintendo Magazine | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Total 64 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 64 Extreme | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

32: IF YOU ANSWERED 'WORSE' TO ANY OF THE ABOVE, PLEASE EXPLAIN WHY:

.....
.....
.....
.....
.....

33: DO YOU OWN AN N64?

- Yes (go to question 35) ☐
No ☐

34: WHEN DO YOU PLAN ON GETTING AN N64?

- Immediately ☐
1 month ☐
2-3 months ☐
Christmas ☐
When the price falls again ☐
Don't know ☐

35: WHERE DID YOU BUY YOUR N64?

- Comet ☐
Dixons ☐
Electronic Boutique ☐
Game ☐
HMV ☐
Virgin ☐
Our Price ☐
Toys R Us ☐
Independent computer shop ☐
Mail order ☐
Other ☐

36: HOW LONG HAVE YOU OWNED YOUR N64?

- Less than a month ☐
1-2 months ☐
3-4 months ☐
5-6 months ☐
7 months or more ☐

37: DID THE N64'S £100 PRICE CUT ENCOURAGE YOU TO BUY IT?

- Yes ☐
No ☐

38: IS YOUR N64 A:

- PAL machine (official?) ☐
NTSC machine (import) ☐

39: ARE YOU HAPPY WITH YOUR N64?

- Yes ☐
No ☐

40: IF NOT, WHY NOT?

.....
.....
.....

About Your N64

41: WHERE DO YOU BUY YOUR GAMES?

- Comet ☐
Dixons ☐
Electronic Boutique ☐
Game ☐
HMV ☐
Virgin ☐
Our Price ☐
Toys R Us ☐
Independent computer shop ☐
Mail order ☐
Other ☐

42: WHICH OF THE FOLLOWING STATEMENTS BEST DESCRIBES YOUR FEELINGS ABOUT THE CURRENT N64 SOFTWARE RANGE?

- (Tick more than one if applicable)
The games are all excellent ☐
The games are mostly good ☐
A few classics and a lot of dross ☐
Disappointing ☐
Overpriced ☐
There are too few games available ☐
Games take too long to reach the UK ☐
The PAL conversions are a let-down ☐
The games are aimed at kids ☐

43: HOW MANY N64 GAMES DO YOU OWN?

.....
.....

44: WHAT IS YOUR FAVOURITE N64 GAME?

.....

45: WHAT N64 GAME ARE YOU MOST LOOKING FORWARD TO?

.....

46: DO YOU PLAY MULTI-PLAYER GAMES ON YOUR N64, AND IF SO, HOW MANY PEOPLE PLAY AT ONCE?

2 ☐

- 3 ☐
4 ☐
More ☐

47: WHAT IS YOUR FAVOURITE TYPE OF GAME?

- Shoot-'em-ups ☐
Beat-'em-ups ☐
Racing games ☐
Sports games ☐
Platform games ☐
Adventure games ☐
RPGs ☐
Strategy games ☐

48: WHICH OF THE FOLLOWING INFLUENCES YOUR DECISION TO BUY AN N64 GAME?

- TV/radio advertising ☐
Magazine advertising ☐
Billboard advertising ☐
Review in 64 MAGAZINE ☐
Review in other magazine ☐
Friend's recommendation ☐
In-store promotion ☐
Price ☐
Game type/genre ☐
Internet newsgroups ☐
'Big name' (eg *Mortal Kombat*) ☐
I buy all the N64 games ☐

49: HOW ARE YOU MADE AWARE OF THE GAMES THAT ARE AVAILABLE?

- Coverage in 64 MAGAZINE ☐
Coverage in other magazines ☐
Advertising ☐
In-store displays ☐
Word of mouth ☐
TV/radio coverage ☐
Internet news ☐

50: DO YOU OWN, OR PLAN TO BUY, ANY OF THE FOLLOWING N64 PERIPHERALS IN THE NEXT SIX MONTHS?

- Extra controller(s) ☐
Third party joystick ☐
Memory card ☐
Rumble Pak ☐
Steering wheel ☐
Other ☐

51: WHICH OF THE FOLLOWING STATEMENTS BEST DESCRIBES YOUR ATTITUDE TO CONSOLES?

- The quality of the game is more important than which console it runs on ☐
I am loyal to Nintendo and would not buy a console from another company ☐
I would only ever own one console at a time ☐
I buy every new console as it comes out ☐
I buy a console in order to play one specific 'killer app' ☐
I buy consoles based on which is the most advanced technically ☐
I buy the console that all my friends own ☐
I have no loyalty to any specific brand ☐

52: WILL YOU BUY THE 64DD DISK DRIVE FOR THE N64 WHEN IT COMES OUT?

- Yes, definitely ☐
Yes, if it costs under £100 ☐
Yes, if the games are less expensive than carts ☐
Yes, if the games are stunning ☐
No ☐

53: HAS OWNING AN N64 CHANGED YOUR OPINION OF NINTENDO?

- Yes ☐
No ☐

AND FINALLY, FOR PRIZE-GIVING PURPOSES...

WHICH FIVE N64 GAMES DO YOU WANT IF YOU WIN?

.....
.....
.....
.....
.....

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Cruisin USA



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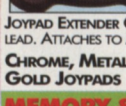
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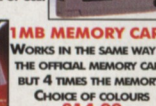
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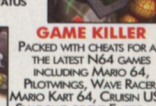
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IT'S BEEN A REAL SLIM JIM OF A MONTH FOR NEW RELEASES – ONLY FOUR N64 GAMES HAVE COME OUR WAY, AND ONLY ONE OF THOSE IS AN OFFICIAL UK RELEASE. BUT THAT HASN'T STOPPED US FROM APPLYING OUR CONSIDERABLE REVIEWING POWER TO THE QUARTET OF CARTS THAT HAVE DROPPED ONTO OUR DESKS THIS MONTH. 64 MAGAZINE'S REVIEWS ARE THE DEFINITIVE GUIDE TO ALL NEW GAMES ON THE N64 – ACCEPT NO SUBSTITUTES!

IMPORT REVIEWS

The nature of the British console market – games have to be specially converted to run on our tellies, and Nintendo in Japan seem to rank our glorious nation one rung above Albania on the Important Foreign Market Scale – means that new N64 games will almost certainly appear either in Japan or

the USA long before they reach British shores. Hence the healthy girth of the import review section when weighed up against the malnourished UK Updates. Still, that's macro-economics in a global market for you. The games from exotic climes this month include...

Go! Go! TROUBLEMAKERS

34 Can a 2-D platform game cut it in the N64's world of tri-linear mip-mapped technofluff? Yes, we rather think it can, actually...



HEXEN

44 Welcome to Hell. Not in the game – we mean in reality if you're foolish enough to shell out for this pile of old crap!



DARK RIFT

40 The second 3-D beat-'em-up to reach the N64 in as many months. Can it beat War Gods? (Shouldn't be too hard...)



UK UPDATES

Well, update singular, as this month Nintendo could only be bothered to put out one PAL cart. But at least it's a good one... As last month, we won't be changing any of the actual scores given to the original import games for the UK reviews, as we felt that having two different ratings for the same game could get confusing, but we will be seeing just how good (or bad) the PAL conversion turns out to be.

BLAST CORPS

48 Destroy expensive buildings with bulldozers and drive around in the van from *The A-Team*. Sounds good to us!



Box Clever

● EVERY REVIEW IN 64 MAGAZINE CONTAINS STANDARD INFORMATION ABOUT EACH GAME, GIVING YOU DETAILS AT A GLANCE.

Memory Options

MEMORY:

EVERY REVIEW WILL TELL YOU WHAT THE CARTRIDGE SAVE OPTIONS INCLUDE.

CONTROLLER PAK:

YOU CAN BUY A SEPARATE MEMORY PAK, SO WHAT ELSE DOES IT GIVE YOU?



\$64,000 Question

● THIS IS WHERE WE TELL YOU HOW MUCH OF THE N64 IS USED BY EACH GAME AND WHETHER THERE ARE ANY SPECIAL NEW FEATURES WHICH ONLY THE N64 COULD HANDLE. HOW MANY GAMES ARE TRULY 64-BIT?



PAL Performance

● IN UK UPDATES, THIS BOX REPLACES THE \$64,000 QUESTION. IT ASKS IF THE UK VERSION OF THE GAME BEEN OPTIMISED TO RUN AT FULL SPEED AND FULL SCREEN ON BRITISH TELLIES – OR HAS THE PRODUCER JUST HACKED OUT A STRAIGHT CONVERSION WITHOUT BOTHERING TO CRANK UP THE SPEED FOR OUR SLOWER N64S?

The Awards

What does the overall score mean? Unlike many magazines, where an 'average' game can still achieve 80%, 64 MAGAZINE is stricter in awarding scores. Here's how we rate things:

95%+

Guaranteed steroid free! Winners of the Gold Medal are those rare titles that every N64 owner should buy. We are going to be very selective about who gets these...

90%-94%

While not *quite* an essential purchase, any game that receives our Sizzler award should definitely be in the running for your readies.

80%-89%

Either the low end of excellence or the top end of great, depending how you look at it. Games in this range are worth investigating, especially for fans of the game's genre.

60%-79%

Approaching Planet Dubious; games that end up here are either good but flawed, or average but redeemed by clever features. Think carefully before buying.

40%-59%

Well average. Any game that lands in this area will have little special to offer you, the game-starved punter. Think *very* carefully before buying.

20%-39%

The Dead Zone! Anything that can only scrape this kind of score should be left on the shelf to rot.

BELOW 20%

We can only hope that nothing this dire is ever released. If anything scores below 20%, it'll be a black day for N64 gaming!



33

The Ratings

Dog's bollocks or dog do? We judge each N64 game on the following criteria: graphics, sound, gameplay and challenge.



THE KWIK-FIT FITTER OF THE RELEVANT CATEGORY!



VERY GOOD, BUT NOT PERFECT.



DOES THE JOB, BUT NOTHING SPECIAL.



DEFINITELY BELOW PAR. WATCH OUT.

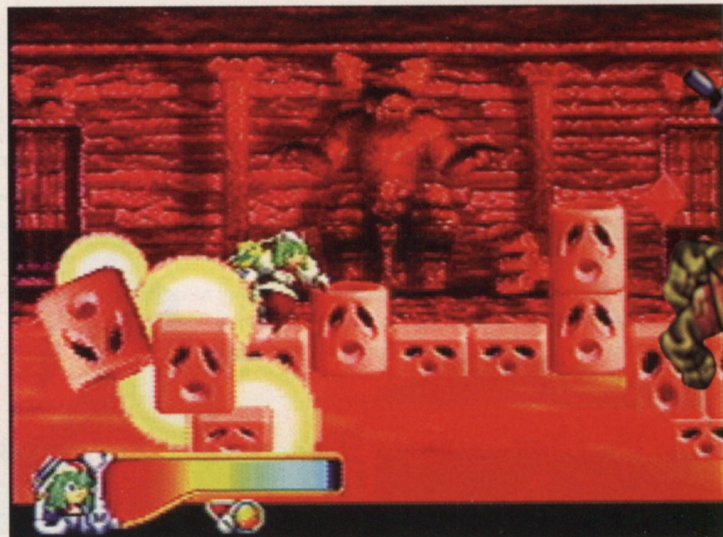


I SEE A WORD. IT'S "RUBBISH".





ONCE THE TABASCO-DRINKING LIZARD STOPS FLAMING, GRAB HIS FISTS TO DEFEAT HIM.



RUN, MARINA, RUN FOR YOUR LIFE! THIS LEVEL EXPLODES RIGHT BEHIND YOU.

Not a car park for **BOATS**, a **USELESS** old motor or the **BIRD** from *Stingray* – she's Marina the **MAID** and she's looking for **TROUBLE**!



YOU CAN ALWAYS RELY ON THE

Japanese for three things; reliable cars, smart electronic gear and weird videogames. *Go! Go! Troublemakers* (or if you prefer iffy punctuation, *Go Go!! Troublemakers* or even *Yuke Yuke!! Troublemakers*) is definitely one of the latter. It's more barking than Battersea Dogs' Home on steak night, yet despite this the normally strait-laced Nintendo have acquired the rights to the game's Western release, under the not entirely thrilling name *Mischief Makers*. They obviously think it'll work over here – so what do we think?

Go! Go! Troublemakers is a game that will have people alternately singing its praises and damning it to hell, sometimes in the same breath. Enix's bizarre platformer has its good points – it's fun, playable, quirky and full of enough treats and surprises to rival a Miyamoto game. On the other hand, it's obtuse, frustrating, an acquired taste (if you can't get into the anime/manga style, you won't get into this) and most definitely not in the vanguard of 64-bit gaming.

Developers Treasure have a reputation, built up on the Mega Drive and Saturn, for producing platform

games that are a cut above the norm because there's more to them than simple running and jumping. *Troublemakers* follows that tradition, though it does take a while before the full feel of the game comes across. A lot of people (such as various should-know-better types in the office who kept peering over my shoulder while I was playing it and remarking "That looks crap" before wandering off again) will dismiss it right from the start, because the first few levels look just like a typical Super NES game. Hell, to be honest, the game easily *could* have been a Super NES game – there isn't really anything here that couldn't have been done, albeit with less flashiness, on the N64's ancestor.

The thing with *Troublemakers* is that whether or not it pushes the hardware to the limits isn't really the point. The game is a 2-D platformer, a genre that has been around since the

\$64, 000 Question

- ⊕ SOME NICE ROTATION AND 3-D EFFECTS
- ⊕ WELL ANIMATED AND COLOURFUL CHARACTERS
- ⊖ OLD-STYLE GAMEPLAY
- ⊖ BACKGROUNDS NOTHING AMAZING

dawn of time, and one of the best-ever examples of the type was *Mario 3* on the NES, of all machines. Slagging off *Troublemakers* because it doesn't use mip-mapped texturing or some other technobabble is a bit like having a go at a toaster for not having a CD player built in – it doesn't need it!

MAID TO ORDER

In *Troublemakers*, you play a green-haired yet cute robot maid (told you it was weird) who has to rescue her

Memory Options



MEMORY:
TWO GAMES CAN
BE SAVED ON THE
CARTRIDGE
CONTROLLER PAK:
NONE

GO! GO! TROUBLEMAK

Ninfo



Publisher:
Developer:

Enix
Treasure

Game Type:
Origin:

Platform
Japan

Release Date: Out now (import)
Price: £79.99

Go! Go! Troublemakers



THIS POLYGON BOULDER IS THE FIRST 3-D OBJECT YOU COME ACROSS IN THE GAME. IT'S A MERE TASTER FOR THE COOL STUFF LATER ON...

35



What Are They On?

THERE HAVE BEEN MANY MAD JAPANESE VIDEOGAMES OVER THE YEARS (THE GOEMON/MYSTICAL NINJA SERIES AND ULTIMATE PARODIUS, WITH ITS CONDOM-WEARING SKYSURFER, ARE SOME OF THE BETTER KNOWN) BUT *Go! Go! TROUBLEMAKERS* MAKES YOU WONDER JUST WHAT THE PROGRAMMERS PUT IN THEIR COFFEE. HERE ARE JUST A FEW OF THE Madder STAGES...



PULL ON A BALL, AND IT MAGICALLY TURNS INTO... A GIANT ROBOT! OKAY, *TRANSFORMERS* IT AIN'T, BUT IT'S GOT MORE REALISTIC ANIMATION THAN ANY OF THE CHARACTERS IN *WAR GODS*.



SOMEONE'S BEEN WATCHING *DR STRANGELOVE*! MARINA HAS TO SURF ON THIS ICBM AND PREVENT IT FROM CRASHING INTO ANYTHING.



FED UP OF WAITING FOR A *HYPERSPORTS* GAME? NO PROBLEM - TO GET THROUGH THIS STAGE, YOU'VE GOT TO TAKE PART IN (AND WIN) THE EIGHT-EVENT NENDORO OLYMPICS!



IT'S CRUELTY TO SMALL ANIMALS TIME AS YOU RIDE A KITTEN (OR POSSIBLY A PUPPY, IT'S HARD TO SAY WHEN IT'S GOT A FACE LIKE A DEATH MASK) INTO BATTLE AGAINST A BOSS ON A ROCKET-FIRING MOTORBIKE.



THE KING OF THE NENDOROS HAS LOST HIS TRICYCLE. YOU HAVE TO RIDE IT BACK TO HIM. EASIER SAID THAN DONE WHEN THE ENTIRE LEVEL IS EXPLODING MERE INCHES BEHIND YOUR BACK WHEELS!



GRAB THE LAUNCHER AND SHAKE IT FOR HOMING MISSILES - EXCELLENT!

ERS

Meet Marina, Mecha-Maid

HERE SHE IS IN ALL HER GREEN-COIFFED GLORY...



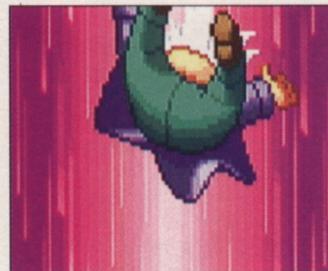
...AND HERE'S HER LECHEROUS OLD MASTER. WHAT A GUY!



"GET YOUR HANDS OFF MY SERVOS!"



IT'S CHEAPER THAN FLYING CLUB CLASS.



"OOH... MAYBE I SHOULD'N'T HAVE DONE THAT TO MY BOSS."



MARINA FALLS THROUGH A SPIKE-LINED MAZE HUNTING DESPERATELY FOR THE EXIT STAR. THAT'S NOT IT...



RED BLOCKS CAN ALWAYS BE DESTROYED BY A WELL-TIMED BOMB.

weapons or items needed to complete the level. Knowing which bit of a boss to grab and shake is also vital.

The bosses are some of the best parts of the game, as they are not only often very large (showing off the N64's underused sprite handling talents), but they're also excellently

Go! Go! Troublemakers is a lot of fun

Still, most levels don't need you to be fluent in kanji, katakana and hiragana to get through them. As is traditional in 2-D platform games, the objective is usually to reach an exit at the far right of the level, requiring nimble fingerwork to get there. Unlike most platformers, Treasure's games have never relied solely upon pixel-perfect jumps (something which couldn't be said of dozens of horrible Super NES *Mario* clones), as you spend as much time fighting with enemies as you do sailing over gaps and grabbing onto moving platforms.

Some levels, in fact, are almost entirely combat based. Most of the time the weapons you use are the Nendoros themselves, as when picked up and flung they can do as much damage as the faithful 'Liverpool key' (ie, half a breezeblock), but Marina can also beat

up some bad guys, nick their weapons and embark on a spree of jolly slaughter for a short time using their own munitions. This is especially good fun on later levels when you manage to grab a missile launcher – even the standard weapon is pretty destructive, but give it a quick shake and it powers up to unleash a fusillade of homing missiles, which let you carve through the level like one of those butchers' bacon slicers, only with bionic breasts.

SHAKER MAKER

Shaking actually plays a major part in the game. Many Nendoros will cough up energy-restoring gems when given the Nescafé treatment, and on levels involving the magic pots that pop up from time to time, shaking the pot can have highly desirable effects on its contents as they are synergised into

animated as well, their various insane mecha transports transforming as they take damage and turning into refugees from the acid casualty edition of *RoboCop*. Most bosses have a bizarre 'widescreen' effect on their stages, the screen pulling in and out as the distance between Marina and the boss changes.

Marina herself is an endearing creation in true anime style, which I'm always a sucker for anyway. She might be a maid and a devoted servant of the professor, but if his lusty hands get too near her ample android ass, punches fly in the nicely-animated cut scenes. As far as I know, Marina and her co-stars are original creations by Treasure, but they're so obviously well thought-out and nicely realised that the chances of them popping up elsewhere in future are probably fairly high.

The levels have had the same amount of care put into their design. Although the early ones can look dull to a casual viewer, it doesn't take long to realise that there's plenty going on. On completing a level,



ONE OF THE EVENTS IN THE NENDOROS OLYMPICS IS THIS WEIRD 'CATCH THE FOOTBALL' GAME.



SHAKING THIS BALL WILL MAKE THEM TRAVEL ALONG THE TRACKS. THEY ALSO BOOST MARINA'S JUMPS.

Go! Go! Troublemakers

Confessions Of A Robot Maid

STUCK ON SOME OF THE MORE OBSCURE LEVELS? WHO BETTER TO CONSULT THAN THE GENEROUSLY-HIPPED HEROINE OF THE GAME! ONCE YOU'RE INTO THE RIGHT MINDSET, YOU SHOULD BE ABLE TO OVERCOME ANY PROBLEMS THE GAME THROWS AT YOU... WE HOPE!



LEVEL 1-3

PROBLEM: THE FINAL EXIT STAR IS QUICKLY FOUND AT THE FAR RIGHT OF THE LEVEL'S SECOND HALF. BUT IT'S WALLED IN – HOW DO YOU REACH IT?

MARINA SAYS: AT THE FAR LEFT OF THE LEVEL, THERE'S A SET OF BALLS RACING AROUND A MID-AIR TRACK. IF I GRAB HOLD OF THE SECOND FASTEST-MOVING BALL (THE WHITE ONE WITH A NENDORO RIDING IT) AND SHAKE IT, IT'LL CREATE A NEW BALL IN THE CIRCLE ABOVE THE TRACKS. SHAKING THIS WILL CREATE ANOTHER NEW BALL TO THE RIGHT OF THE FERRIS WHEEL, AND THIS LAST BALL WILL CREATE A TELEPORT STAR NEAR THE UPPER-RIGHT OF THE LEVEL THAT WILL TAKE ME TO THE EXIT.



LEVEL 1-5

PROBLEM: YOU CAN'T FIGURE OUT WHAT THE HELL TO DO! NIP DOWN TO DILLONS FOR A JAPANESE-ENGLISH DICTIONARY – OR LISTEN TO THE JADE-HAIRED DOMESTIC?

MARINA SAYS: THE NENDORO IN THE SILLY HAT AT THE START OF THE LEVEL WANTS ME TO BRING HIS KIDS BACK HOME. ALL I HAVE TO DO IS CATCH THE THREE HOOLIGANS AND DROP THEM OFF IN THE HOUSE. THE FIRST KID IS HOPPING OVER THE FLAMES TO THE RIGHT OF THE START, THE SECOND IS ON A PLATFORM HIGH ABOVE THE HOUSE AND THE LAST IS RUNNING AROUND A SMALL MAZE AT THE FAR RIGHT. THE EASIEST WAY TO CATCH THEM IS TO MOVE TOWARDS THEM UNTIL THEY'RE BACKED INTO A CORNER, THEN DOUBLE BACK WHEN THEY JUMP AND GRAB THEM AS THEY LAND. THE EXIT STAR WILL APPEAR BY THE HOUSE.



LEVEL 2-11

PROBLEM: YOU CAN'T KILL THE LAVA BOSS.

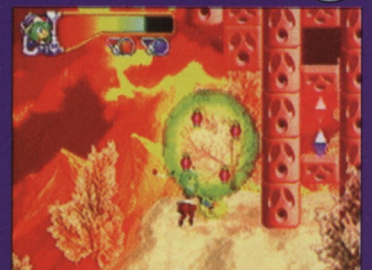
MARINA SAYS: THE FIRST THING TO DO IS TAKE OUT THE FLYING LIZARD GUY, AS HE SHOOTS GLOWING ENERGY BALLS AT ME. TO DO THIS, PUSH UP AND B AS THE MONSTER'S FIST DESCENDS – IF YOU TIME IT RIGHT, I'LL CATCH HIS HAND BEFORE HE CAN CAUSE ANY DAMAGE. PUSH THE D-PAD IN THE DIRECTION OF THE LIZARD AND PRESS B AGAIN – I'LL FORCE THE BOSS TO PUNCH IN THAT DIRECTION. THREE HITS WILL DISPOSE OF THE LIZARD, AND THEN TO DEFEAT THE BOSS I JUST HAVE TO KEEP PUSHING UP WHEN I RELEASE HIS FIST – THIS WILL MAKE HIM PUNCH HIMSELF IN THE FACE!



LEVEL 3-1

PROBLEM: THERE'S A BARRIER OF RED BRICKS THAT OUGHT TO BE DESTROYABLE USING A BOMB, BUT THE ONES FOUND ON THE LEVEL AREN'T UP TO THE TASK.

MARINA SAYS: THIS IS A JOB FOR THE MAGIC POT! IT'S FOUND RIGHT AT THE START OF THE LEVEL. PICK IT UP, THEN COLLECT AT LEAST FOUR OF THE SMALL RED BOMBS BY CATCHING THEM IN THE POT. IF I THEN SHAKE THE POT REPEATEDLY UNTIL IT GLOWS, THE SMALL BOMBS WILL COMBINE AND MAKE ONE LARGE BOMB, WHICH IS STRONG ENOUGH TO BLOW UP THE WALL. OTHER OBJECTS, LIKE GEMS AND FLOWERS, CAN ALSO BE COMBINED INTO STRONGER ITEMS USING THE POT.



DIE, BUG, DIE! GIANT NENDORO-STYLE CREATURES ARE FREQUENT AND TROUBLESOME SUB-BOSSSES.



ON SOME LEVELS YOU PLAY AS CHAPPIE, A FRIENDLY NENDORO KID.



OOH, THAT'S A HARD ONE.

while it lasts

you're awarded a rating from A to D, depending how quickly you did it and how many of the level's secrets you uncovered. Finishing a typical level in a reasonable amount of time will usually only net you a C rating, so you can be certain there's still plenty of stuff you didn't see. This kind of skill rating seems to be the in thing in N64 games, and it remains to be seen whether it will encourage repeat plays better than the old easy-medium-hard difficulty levels.

There's certainly plenty of variety in the levels; at times, you might think you're not actually playing a platform game at all! The *Hypersports* and chase levels (involving ostriches, tricycles and even stranger transports) are the most obvious departures from the norm, but even

on more straightforward stages you can still be taken by surprise – after the old-fashioned parallax scrolling of the first set of levels, the sudden jump into a pseudo 3-D world is quite a treat.



MARINA'S ROBBED THE HAWK BOSS OF HIS SHIELD AND LANCE – AND NOW HE'S PISSSED OFF!



LEVEL 3-7

PROBLEM: YOU'RE COMPLETELY STUCK!

MARINA SAYS: ON THE FIRST PART OF THE LEVEL, I HAVE TO RIDE THE TRICYCLE AND THE ZEBEDEE-LOOKALIKE INTO THE COMPARTMENTS NEXT TO THEIR TWINS. ONCE I'VE DONE THIS, A TELEPORT STAR WILL APPEAR THAT TAKES ME TO THE SECOND STAGE OF THE LEVEL. SHAKE THE FIRST BALL TO GET THE POT, THEN PUT IT UNDER THE SECOND BALL TO CATCH THE BOMBS. AT THE TOP OF THE HILL, I HAVE TO JUMP AND THROW THE POT OVER THE WALL, THEN USE THE BALLS TO JUMP OVER IT MYSELF. ON THE OTHER SIDE, IF I THEN TAKE A BOMB FROM THE POT I CAN BLOW UP THE BRICKS OVER THE NEXT TELEPORT STAR. THE FINAL PART OF THE LEVEL IS STRAIGHTFORWARD, IF UNEXCITING - I JUST HAVE TO GRAB ALL THE NENDORO CHILDREN AND TAKE THEM TO THE ARENA AT THE TOP OF THE HILL. THE EXIT STAR WILL THEN APPEAR.



LEVEL 3-10

PROBLEM: YOU CAN'T OUTPACE ANY OF THE OTHER RUNNERS IN THE 100M, 200M AND 400M RACES, OR BEAT YOUR COMPETITOR IN THE LONG JUMP.

MARINA SAYS: IT'S TEMPTING TO USE THE C BUTTONS TO ACTIVATE MY BOOSTER JETS, BUT ON THIS OCCASION IT DOESN'T HELP - IT ACTUALLY SLOWS ME DOWN. JUST HAMMER AWAY AT RIGHT ON THE D-PAD (IT'S OFTEN BEST TO HAVE THE CONTROLLER ON THE FLOOR OR A SOLID SURFACE INSTEAD OF HOLDING IT) AND I SHOULD WIN BY A MILE. HOWEVER, THE LONG JUMP IS WHEN I NEED TO USE THE BOOSTERS; JUMP JUST BEFORE THE LINE, THEN KEEP PRESSING C RIGHT BEFORE I LOSE HEIGHT. THIS TECHNIQUE IS ALSO USEFUL ON THE OBSTACLE COURSE.



FISH, MAD AS A

This kind of inventiveness keeps you on your toes, and also encourages you to keep playing, if only to see what kind of bizarre gameplay twist will pop up on the next level. I've got admit that I enjoyed playing *Troublemakers*, certainly a hell of a lot more than most of the tosh that seems to have been thudding onto my desk since I took over the magazine - if I hadn't had to play the game for review purposes, I would probably have kept on playing it anyway without prompting. There isn't the 'frustrating death' syndrome that often crops up in platform games, where you keep dying at the same spot over and over again because you can't make some millimetrically perfect jump. Dying in *Troublemakers* is more of an encouragement to try again than it is the game rubbing your nose in your D-pad inadequacies.

However, because you'll keep coming back for more, the game's longevity is some cause for concern. Even with the obvious problems caused by not knowing what the hell I was supposed to do on some levels, I was through to level 3-7 (roughly the two-thirds point of the game) in under

a day's play, and a weekend's bashing away eventually saw me through to the finish. See, we *do* play the games to the end!

Part of the problem is that sub-bosses like the dachshund and the mole count as a level in themselves, and they can be defeated just by repeatedly running up to them and punching or throwing them. A couple of times, the beasts were toast before I'd even had a chance to work out a strategy to beat them! The major bosses are harder, but since collecting red gems at any point in the game both allows you to continue and determines how much energy you have on restarting (the more gems you're willing to sacrifice, the bigger Marina's energy bar), it's no big deal to go back to an earlier level and collect more red gems, then tool up to the max and flatten the bosses in just one or two tries.

The longevity problem will most likely get worse when *Troublemakers* gets a Western release, because I suspect that the Japanese text tells you exactly what you have to do to complete a level. *Mario's* English translation all but spoon-fed players the solution, and if the same happens to *Troublemakers* it'll make the game's lifespan even shorter.

That's not to say that *Troublemakers* isn't a lot of fun while it lasts - it's imaginative, it's got charm and ironically is something different for the N64. There wouldn't have been nearly as much variety in the game had it been produced as yet another tepid 3-D *Mario 64* clone. If you have an import machine or an adaptor, it's definitely worth considering as a much better alternative to the depressing

2nd opinion

ANDY'S RIGHT THAT THIS IS A MAD GAME. THE PROBLEM IS THAT IT'S ALSO REALLY OLD-FASHIONED BEHIND THE COLOURFUL GRAPHICS! THIS IS THE SORT OF THING I'D EXPECT ON THE SNES, NOT THE N64. IT CAN BE FAIRLY GOOD FUN TO PLAY AT TIMES, BUT THERE'S TOO MUCH JAPANESE TEXT TO MAKE IT A WORTHWHILE IMPORT BUY.

LOZ COOPER



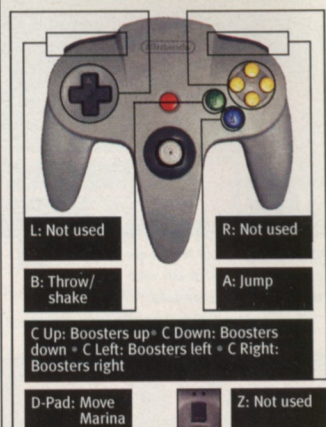
YO DJ, SPIN THAT WHEEL! THESE PSEUDO 3-D LEVELS PEP THINGS UP A LOT.

deluge (okay, considering how few games there have been for the N64 recently, maybe 'drip' is a better word) of rancid American ports of PC and arcade games. But be warned - unless you have a good knowledge of Japanese, an ability for lateral thinking to rival Edward De Bono or the amazing good luck to stumble onto what you're supposed to be doing first time every time, you could get joypad-breakingly frustrated by *Go! Go! Troublemakers*. It may be worth holding out for the Western release (as *Mischief Makers*) to avoid this, but how much of the original's quirky Japanese charm will be lost remains to be seen.

GO! GO! TROUBLEMAKERS WAS SUPPLIED BY THE VIDEO GAME CENTRE (01202) 527314.

64 THE BOTTOM LINE

Keys



Alternatives

Super Mario 64: Nintendo (£54.99)
Reviewed: issue 1, 95%
Doraemon: Epoch (import)
Reviewed: issue 3, 50%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

%

80

Summing up:
A CUTE, COLOURFUL AND PLAYABLE OLD-STYLE PLATFORM GAME, BUT HARDLY CUTTING EDGE STUFF.



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Ninfo



Publisher:
Developer:

Vic Tokai
Kronos

Game Type:
Origin:

Beat-'em-up
US

Release Date: Out now (import)
Price: £74.99

DARK RI

40

I'm trying to **CONCENTRATE** on this game, but everything's going **DARK...**



IT'S HARD WORK, ATTAINING

excellence. Especially if you've got a time limit that will cut you off at a certain point whether you've got there or not. 64 MAGAZINE manages it every month, of course, but unfortunately a lot of the software that hits our doors was clearly caught out by the ticking of the clock. It's not a problem that seems to affect Nintendo, but then they do own the factory that makes N64 cartridges, and it's not much skin off their corporate nose if a game is held back by a few days. Or weeks. Or months. Besides, they've got a reputation to protect, a reputation for producing

games that are as near-perfect as it's humanly possible to get, and that reputation is more important than keeping some watch-tapping jobsworth down at the cartridge plant happy. If it takes another month before Miyamoto's happy with the game, so what?

Unfortunately, other software houses don't have this luxury – they have to book a slot for production of their N64 cartridges in advance, and if they miss it, it could be months before another is free, by which time their once cool-looking game will seem about as with-it as deeley boppers. Hence the preponderance of very



MORPHIX, THE ONLY MILDLY INTERESTING CHARACTER, PARRIES A SWORD BLOW.



"HAVE I STEPPED IN SOMETHING? CAN YOU TAKE A CLOSER LOOK FOR ME?"

large clocks in development houses. Time is money, and penalties for lateness can be severe, so the game needs to be finished no matter what. Since nobody's going to buy it if it looks like a crock, the graphics are first to be finished, then the sound, then the gameplay itself. If there's time, this latter can be polished to perfection – but oh no, there goes that clock. Ship it off for approval – so long as it looks okay and it doesn't crash every five minutes, Nintendo'll pass it. No problem.

Actually, it is a problem. It's this kind of thinking which has already given us *War Gods* and *Doom 64* and *Mortal Kombat Trilogy*, bland games which pass muster at a cursory glance but are as instantly forgettable as, oh, that film with wassname in it, you know the one. The further bad news for anyone who bought an N64 with the vague

hope that there might be a really good beat-'em-up appearing on it some day is that *Dark Rift* falls right into the middle of this category. It's the kind of game that would fit in perfectly at the Guilford house of Mr and Mrs Average and their 2.4 children, because it's just so utterly ordinary that it's, ironically, extraordinary.

NICE LEGS, SHAME ABOUT THE PACE

There's certainly nothing to complain about when you first look at *Dark Rift*. The use of graphics makes *War Gods*, the only other 3-D fighter on the N64 to date, look as blocky as the Legoland cubism exhibition. The fighters are smoothed, light-sourced and silkily animated at 60 frames per second, in contrast to the St Vitus victims in leg-irons hobbling around in *War Gods*, and there's none of the



\$64,000 Question

- ⊕ EXCELLENT USE OF N64'S SHADING AND TRANSPARENCY EFFECTS
- ⊕ FAIRLY GOOD MUSIC
- ⊖ BLANDER THAN AN OCEAN OF GREY PAINT
- ⊖ UNINTERESTING CHARACTERS
- ⊖ NOTHING HERE THAT HASN'T BEEN SEEN BEFORE



EVE'S MOVES ARE ALL BASED ON REAL FENCING THRUSTS, EXCITINGLY ENOUGH.

AARON MAVERICK

Right, like anyone in real life has a surname that cool. Aaron is the token soldier, and cheats somewhat by having a gun. Like Janet Marshall from *Fighters Megamix* or Stryker from *MK Trilogy*.



DEMONICA GKROUX

One of the famous Gkroux brothers, noted for delicious food made from human body parts. Has flaming breath, like Dhalsim from *Street Fighter II*.



EVE

European legislation now gives equal rights to cybernetic organisms, so here's Eve. She has a sword which fires energy bolts, like Eiji and Kayin from *Toshinden*.



GORE

Looks identical to Gorm from *Criticom*, which isn't surprising as it was done by the same people. Fights like, well, you can probably guess.



MORPHIX

A shimmering energy being who can change shape and skewer people with his arms. Like Glacius from *KI Gold* and the Supervisor from *Rise Of The Robots*.



The Zzz Files

IT'S A BEAT-'EM-UP, WHICH ACCORDING TO GAMES MAGAZINE LAW MEANS THERE HAS TO BE A BOXOUT GIVING DETAILS OF ALL THE EXCITING CHARACTERS! OH DEAR.

NIIKI

She's got large breasts and not much covering her vulnerable body, like... just about every female character ever seen in a beat-'em-up. And she's got spiky things like Ellis from *Toshinden*.



SCARLET ZERAI

She's got... look, just read Niiki's description again. But change the last line to 'And she's got a sword and shield like Sophita from *Soul Edge*'.



ZENMURON

The mysterious bloke whose identity is shielded by armour. He can let off a fireball like Ryu and Ken and Chun Li and...



THE BACKGROUNDS ARE VERY MOODY, BUT HAVE NO INTERACTIVE ELEMENTS.

focus group-approved design imbecility that gave the world Kabuki Jo. *Dark Rift* instead has, er... let me think about that for a minute...

The first problem with *Dark Rift* is that its characters are vanilla bland, with nary a spark of imagination put into their design or background. There's a couple of D-cup girls with not a lot on, one of whom is some sort of princess slumming it. There's a soldier. There's a big fat ugly bloke. There's a sinister dude in armour. There's a cyborg. There's the obligatory weird beast, in this case a

demon. There's not a single one of these stereotypes who hasn't been pummelled to death in half-a-dozen other beat-'em-ups. The only one with even the slightest trace of originality is Morpox, and that's purely because of the way he's been portrayed, as a shimmering, glass-like being. That aside, he's no different from *KI Gold*'s Glacius or any number of oddball alien characters. Not even the fact that each character has two different outfits adds much excitement.

What do these disparate desperados want? Why are they

fighting? They're all after the Core Prime Element, a substance which grants the holder enormous powers for good or evil... just like the Ore in *War Gods*, in fact. Just think, somebody was actually paid to come up with a plot for this game in order to give the characters some background



GRENAAAAAADE! AARON CHUCKS THE QUEENSBURY RULES OUT OF THE WINDOW.



AFTER SPY VS SPY COMES BOSS VS BOSS.



WEAPONS LEAVE GLOWING TRAILS IN THE AIR, LIKE *SOUL EDGE*.

and hence create opportunities for merchandising, comics and TV shows (hell, it worked for *Street Fighter II*), but for all the difference it makes he might as well have said that they all bullied each other at school and now want to get even. There's a certain irony in that the characters from *Street Fighter II* and *Virtua Fighter*, who had no real reason for fighting beyond the fact that some of them didn't like each other very much, are the ones who have the biggest worldwide followings.

That and the fact that the games played superbly, of course. *Dark Rift* plays averagely, which probably won't surprise you by now. The use of weapons brings to mind *Soul Edge*, and the button allocation is reminiscent of *Tekken*, but in both cases the end result is a pale copy of the originals. *Tekken* had a different button controlling each limb of a character, but *Dark Rift* only goes so far as to have 'vertical attacks' and 'horizontal attacks', slashing either down or across the opponent's body, and a fairly feeble kick button. There are the inevitable special attacks, but the combinations of moves needed to use these are almost identical no

matter which character you use. Even these moves are straight out of the *Beat-'em-up Play Book* – fireballs, teleports, flying kicks, ground shaking punches... aaaargh! Show me something I haven't seen ten million times already!

KINGDOM OF THE BLAND

The lack of moves makes play a simplistic affair. Hack hack block, hack hack kick, special move. Repeat. On one occasion I managed to defeat an opponent without even looking at the screen! The glowing trail in the air that the weapons leave as they are swung is a nice touch, but again it's straight out of *Soul Edge*, while the use of the shoulder buttons to dodge left and right was recently unearthed by archaeologists exploring the tomb of *Toshinden*. On the offchance that you can be bothered to fight through to the end of the game and defeat Sonork and Demitron, the two bosses, the endings that greet you are almost criminally dull – a couple of screens of text, a brief and sluggish flyby of the winner claiming the Core Prime Element (which bears no resemblance



EVE TRIES OUT A CORSET FOR THE FETISHISTS'S PRIDE AND PREJUDICE.



MORPHIX'S EXCELLENT EFFECTS ONLY SHOW UP THE WEAK GAMEPLAY.



THIS IS AS THRILLING AS THE ENDINGS GET. WATCH YOUR HEART!

to the exciting tale the story tells) and a static 'The End' shot which reveals a cheat code. Well golly gee! I know the N64 can't handle FMV, but it would have been nice to see the characters actually celebrating their victory instead of just standing there as if they're waiting for a bus! If Namco's *Soul Edge* on the PlayStation can manage animated and interactive endings, why the hell can't Vic Tokai do the same here?

Dark Rift was a game which had a lot of potential – because it wasn't shackled by having to follow the play mechanics of an existing arcade game, like *War Gods*, it could have gone all the way to produce an exciting and original combat experience. Instead, the designers have taken the easy way out, piling in over-familiar elements from every other successful beat-'em-up in history in the hope that they'll synergise and make something better than the sum of its parts. Inevitably they failed, because the gameplay wasn't tuned up to make sure that all these elements work together. The final result is a nice-looking but unspeakably average game which gives the player no feeling of involvement with the action and will be left to gather dust after just a couple of days when its unlucky buyer remembers just how entertaining *Mario Kart* is. In fact, I've forgotten it already. Forgotten what? I dunno.

DARK RIFT WAS SUPPLIED BY THE VIDEO GAME CENTRE. REACH OUT ON (01202) 527314.

2nd opinion

AW, LOOKIT THE PRETTY GRAPHICS. AREN'T THEY COOL? MUMMY, WILL YOU BUY ME THIS GAME? EXPECT TO HEAR THAT IN SHOPS EVERYWHERE WHEN THIS GAME GOES ON SALE, BUT TWO WEEKS LATER THEY'LL BE BACK WANTING SOMETHING ELSE AS *DARK RIFT* IS JUST AN AMAZINGLY BORING GAME WITH NOTHING BUT ITS LOOKS TO COMMEND IT. **LOZ COOPER**

64 THE BOTTOM LINE

Keys

L: Dodge left
R: Dodge right
B: Grab
A: Special attack
C Up: Vertical attack • C Down: Kick • C Left: Horizontal attack • C Right: Block
D-Pad: Not used
Z: Not used

Alternatives

Killer Instinct Gold: Nintendo, £54.99
Reviewed: Issue 3, 75%
War Gods: Midway (import)
Reviewed: Issue 3, 59%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

60%

Summing up:

AN ADEQUATE FIGHTER, WHICH HAS ABSOLUTELY NOTHING SPECIAL TO MAKE IT STAND OUT.

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Players



Cartridge



Memory



Publisher:
Developer:

GT Interactive
id/Raven

Game Type: 3-D Shoot-'em-up
Origin: US

Release Date: Out now (import)
Price: £TBA



THE AUDITIONS FOR *SPLASH* WEREN'T GOING WELL BEFORE DARRYL HANNAH TURNED UP.

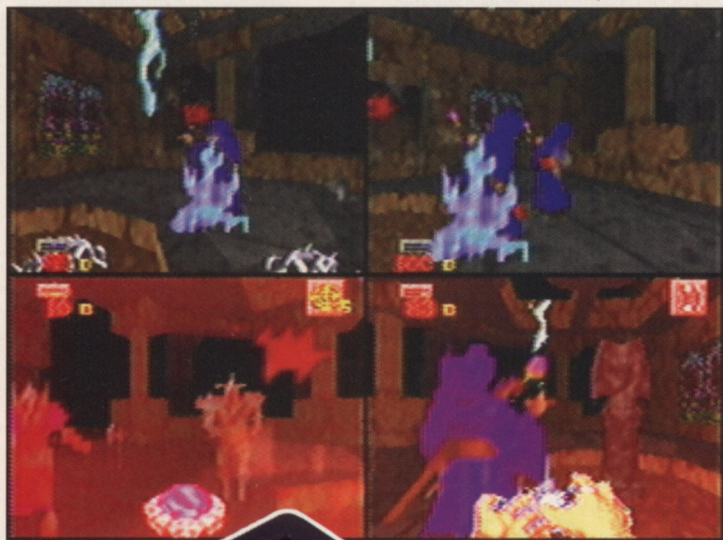


PUT YOURSELF IN THIS

position. You're hurrying through a load of dark corridors. Suddenly something evil with bigger teeth than Esther Rantzen's pet shark jumps out at you. Which would rather have in your hands? A six-barrelled Gatling gun that fires 300

flesh-ripping rounds per minute? Or a little stick that goes 'pth'?

In *Hexen*, the bad news is that you don't have a choice. It's little sticks that go 'pth' all round, or big sticks with bits of metal stuck on the end. For this is set in the fabulous world of fantasy role-playing! (Not my



\$64,000 Question

- ⊕ QUITE DECENT MUSIC FOR EACH LEVEL
- ⊕ FOUR PLAYER DEATHMATCH OPTION
- ⊖ HORRIBLE BLURRY GRAPHICS
- ⊖ LOTS OF JERKINESS
- ⊖ BORING LEVELS
- ⊖ DATED GAMEPLAY
- ⊖ MINDLESS MONSTERS

IF YOU SQUINT REALLY HARD, YOU MIGHT JUST BE ABLE TO MAKE OUT THE HOT FOUR-PLAYER ACTION GOING ON HERE.

Memory Options



MEMORY:
NONE
CONTROLLER PAK:
SAVES POSITION IN
GAME (USING 90(!)
PAGES)

HEXEN

Get MEDIEVAL on someone's ass!

particular brand of fantasy role-playing, I've got to tell you. Mine usually involves blondes and baby oil, not beardy men with cloaks and hygiene problems.)

Hexen first appeared on the PC as a sequel to *Heretic*, a Dungeons and Dragons-style game using the *Doom* game engine. Like *Doom*, it's now been translated to the N64, but unlike *Doom 64*, which was written from scratch with new levels and updated graphics, *Hexen* is pretty much a direct port. Was the PC original strong enough for GT Interactive to get away with this cheap approach? Read on!

Unlike *Doom*, where you were a Space Marine whether you liked it or not, in *Hexen* you can 'be' one of three characters – a fighter, a cleric or a mage (see boxout). It doesn't make much difference which one you pick, as the levels seem to be identical no matter who you decide to play as. The only visible differences are the weapons – each character has a total of four. As this is fantasy rather than sci-fi, you get various clubs, cudgels, axes and hands with weird magical energy crackling over them, which sounds cool but turns out to be a hell of a lot less fun than the BFG9000.

The villain that these weapons are meant to be used against is Korax. Is

he a Klingon or a brand of drain cleaner? Neither of these – in fact he's a skeletal demon who controls the Chaos Sphere, which has let him take over the land of Hexen and turn it into a haven for evil. Just another day in Fantasy Land. As the only remaining hero in the land, it's down to you to battle your way through the 31 levels of *Hexen* and sort out Korax so you can claim the Chaos Sphere and set the world right again.

OASIS? No, BLUR

First impressions of the game aren't very promising. It looks a lot like *Doom*, all dingy stone and muddy brown colours, and the gloomy graphics make it hard to see what's going on. This is a game you should really play at night – not because it's more atmospheric, but because the slightest light reflecting off the TV screen makes it totally impossible to play. The textures themselves are picked from a limited selection as well. At least *Doom* had all sorts of sci-fi gadgetry and satanic symbols to liven things up, but *Hexen* is stuck with about three colours of rock – grey, brown and a slightly different brown – repeated endlessly through the levels like some depressive's wallpaper pattern.



KORAX, YOU ARE ONE UGLY MUTHA! THE FINAL BOSS IS TOUGH FOR SOMEBODY WITH SUCH SKINNY ARMS.



IT'S HAMMER TIME! ANOTHER BRIGADE OF STUPID MONSTERS LINE UP TO BE KILLED.

Be Who You Wanna Be

IN HEXEN, YOU CAN 'BE' ANY ONE OF THE HEROIC TRIO BELOW. WHY DOESN'T THAT PROSPECT HAVE ME LEAPING FOR THE JOYPAD?

EN



FIGHTER

HE'S GOT THE BODY OF ARNIE AND THE BRAINS OF POND SCUM. WHY ELSE WOULD HE PUT ARMOUR ON HIS FOREARMS BUT NOT OVER HIS VERY LARGE AND EASILY HITTABLE CHEST?

ADVANTAGES: BIG BICEPS A DEFINITE HIT WITH THE CHICKS
DISADVANTAGES: TIGHT HELMET CUTS OFF BLOOD TO THE HEAD



CLERIC

DUNNO WHAT DENOMINATION HE IS, BUT SINCE HE LIKES BURNING PEOPLE ALIVE AND HITTING THINGS OVER THE HEAD WITH A SPIKY MACE IT'S UNLIKELY TO BE C OF E.

ADVANTAGES: ALWAYS HAS 'GOD TOLD ME TO DO IT' EXCUSE
DISADVANTAGES: HAS TO GIVE LOOTED TREASURE TO CHARITY



MAGE

WHO WANDERS AROUND IN LONG ROBES MUTTERING INCANTATIONS AND CLAIMING THEY'VE GOT SOMETHING MAGICAL UNDER THEIR ROBES? PERVERTS, THAT'S WHO.

ADVANTAGES: MIGHT END UP DATING CLAUDIA SCHIFFER
DISADVANTAGES: ROBES LOOK GIRLY



EXCITEMENT MOUNTS IN THE TWO-PLAYER GAME WHEN ONE CHARACTER RINGS A BELL.

Like FIFA 64, Hexen makes lousy use of the N64's graphics smoothing talents, wall textures getting more blurred the closer you get to them. Maybe the fighter, cleric and mage are all long-sighted? Other games have similar problems, but not anywhere near this bad. The problem can be overcome – sort of – with the game's monsters (or the other players in deathmatch mode), but the alternative isn't any better. You can choose what graphics mode the

monsters are displayed in – Lego brick chunky, or so blurred you think you're developing cataracts. Either way, they're bad on the eyes. And even if they weren't they still would be, if you get what I mean, because it's hard to think of a more boring set of enemies, painted in colours straight out of the Dulux Mental Hospital Swatch.

Your basic enemy is a sort of two-headed ogre (brown), which lumbers around like a fool trying to club you to death. After them, you'll come across



THE RED SWIRLY THING IS A PORTAL TO ANOTHER LEVEL, BUT YOU'VE GOT TO HACK THROUGH A COUPLE OF FATHEADS TO REACH IT.

Axe Me No Questions

ONCE YOU'VE PICKED YOUR MEDIEVAL MASHER, THEY CAN COLLECT BETTER WEAPONS AS THEY CHARGE THROUGH THE LEVELS. HERE'S THE ENTIRE ARCHAIC ARSENAL!

FIGHTER

1. MIGHTY FISTS

THE DEFAULT WEAPONS (HE'D LOOK PRETTY STUPID WITHOUT THEM) DELIVER A KNUCKLEDUSTING BLOW TO MONSTERS.



2. AXE OF CHOPPING

CHOP YOUR ENEMIES INTO PIECES AND THEN LAUGH MIGHTILY AT THEIR PITIFUL SCREAMS!



3. HAMMER OF HAMMERING

MAKE LIKE THE MIGHTY THOR AND CAVE IN SOME SKULLS WITH THIS MONSTER B&Q SPECIAL.

4. FLAMING SWORD

A COUPLE OF SWINGS WITH THIS AND YOU CAN TURN CENTAURS INTO NICE BARBECUE-READY SLABS OF HORSE STEAK.



CLERIC

1. MACE OF SMITING

YES, YOU CAN SMITE-DIDDLY-ITE THOSE MONSTERS TO YOUR HEART'S CONTENT AND WITH GOD'S FULL APPROVAL.

2. STAFF OF GREEN FIREBALLING

ONCE YOU GET THE WINK FROM THIS WEIRD-LOOKING STICK YOU CAN SPEW OUT GREEN FIRE TO... LITTLE EFFECT, REALLY.

3. BURNING HANDS

NOBODY'S GOING TO WANT YOU TO BAPTISE THEIR BABY WHEN YOU'VE GOT FLAMES SHOOTING FROM YOUR PALMS.

4. CROSSBOW OF SPOOKINESS

THE BFG9000 OF THE SPIRITUAL WORLD! LET THE DEAD DO THE WORK FOR YOU, LIKE THE PASSPORT OFFICE.



MAGE

1. WAND OF PONCINESS

POINT A LITTLE STICK WITH A BALL ON THE END AT THE FORCES OF EVIL AND WATCH THEM DIE. LAUGHING.

2. HANDS OF FREEZING

YOU KNOW YOU'VE BEEN SPENDING TOO LONG HOLDING THAT WALLS SOLERO WHEN THIS HAPPENS TO YOU.

3. HANDS OF CRACKLING BLUENESS

YOU HAD TO RUB THAT BALLOON AGAINST YOUR JUMPER, AND NOW LOOK WHAT'S HAPPENED.

4. WAND OF DEADLY RED WHIZZY THINGS

AT LAST! A DECENT WEAPON FOR THE MAGE - IT'S A STRIMMER, AND THE MONSTERS ARE RAGWEED. SOMETHING LIKE THAT.



SOME LEVELS ARE SET OUTDOORS, BUT IT DOESN'T MAKE THINGS ANY MORE EXCITING.

spindly lizardmen (greeny-brown) whose heads look far too large for their bodies, evil mermen (greeny-brown), sword-swinging centaurs (brown), nasty wizards (green with purple bits), flaming bats (black with singed edges) and not really a lot else. Think of all the amazing monsters from mythology that we could have had, and we get this pathetic menagerie! There's no attempt to give the monsters any kind of intelligence either - they just charge at you on sight, trying to wear you down by force of numbers. Very soon, your more powerful weapons will run out of energy, leaving you with the basic fists/club/wand, and at that point you'll die because they're all rubbish.

KILL YOUR FRIENDS

However, if this scabby bunch of losers isn't good enough for you, there's always another scabby bunch of losers you can play against - your mates. *Hexen* has a multi-player deathmatch mode, which can support up to four

players, splitting the screen into sections like *Mario Kart*. In this mode, the graphics automatically default to low-detail mode, though the only real difference is that the monsters are even more blurred than before.

Here's a weird thing, though. *Doom*, which at heart was always a multi-player experience, came to the N64 in one-player-only form. *Hexen*, on the other hand, has loads of teleporters, puzzle rooms and twisty little mazes full of monsters, ideal for the lone player to hack through. And what does it get? Four-player deathmatches. Duh-huh! Something the wrong way round here.

With the screen chopped into four smaller bits, the already fuzzy graphics get even worse - when you get close to a monster or another player, they're so blurred they're almost unrecognisable. There's also a shedload of jerkiness when all four players are running around - this would be almost forgivable, except that the same thing often happens in one-player mode! Considering the amount of power the N64 has inside it, there's no excuse for this problem. In deathmatch (or co-operative play, but that's not nearly as much fun), you can choose whether or not to have monsters as well as the other players. It's usually a better idea to have no monsters, as that way you can be sure anything you see moving is an opponent rather than a glitch.

Unlike *Doom*, where anybody can grab any weapon, the different weapons for each character in *Hexen*

Hexen is about as magical



A WEIRD FOG THAT GETS THICKER ON YOUR RIGHT SHROUDS SOME LEVELS.



AS WELL AS WEAPONS, YOU CAN COLLECT VARIOUS ARTEFACTS. THE ONE HIGHLIGHTED IS THE PORKIFIER...



...WHICH TURNS EVEN THE FIERCEST MONSTER INTO TOMORROW MORNING'S BACON SARNIES.

are scattered around in different locations. If everybody is playing as the same character (for example, the fighter) this isn't a problem, but otherwise it's possible for the first player to grab a decent power-up to snatch up the other characters' good weapons (even though he can't actually use them) and keep on wiping everyone else out before they can fight back. As the mage is the only character whose basic weapon (the wand) can cause damage from a distance, fighters and clerics can have a big disadvantage on some levels. If two or more people play as the same character, they aren't even colour-coded, so without asking you won't even know who you just killed.

Playing in deathmatch isn't anywhere near as exciting as it should be, because the basic game itself is so bland. Pointing a stick at somebody and watching them pop like bubblegum full of ketchup may have the same effect as doing it with a shotgun, but you just don't get the

BRICK IN THE WALL

The levels in *Hexen* don't do much to liven things up. Apart from being blandly textured, as mentioned earlier, the design isn't very inspiring as the creators chose to make them 'realistic'. Thing is, there's realistic and there's realistic. *Duke Nukem* has some 'realistic' levels in that they have familiar elements in them (cinemas, bookshops, city streets, nightclubs), but they still have fantastical features to keep things interesting. *Hexen*, on the other hand, just has loads of crypts and castles with the occasional moving floor or sliding wall. Oh be still my beating heart. There's nothing to match the architectural insanity of *Doom's* better levels – *Hexen's* maps are so uninspiring you might as well be wandering round Tesco's. Even worse is a reliance on deathtraps, fatal falls and leaps across tiny platforms with lava beneath to add difficulty. It's cheap, it's cheesy and it's crap! Pack it in!

2nd opinion

I'VE SEEN SOME PATHETIC VIDEOGAMES OVER THE YEARS, AND *HEXEN* IS RIGHT DOWN THERE WITH THE WORST. A TENTH-RATE *DOOM* CLONE WITH DULL GRAPHICS AND TEDIOUS GAMEPLAY, IT'S SURPRISING THAT NINTENDO LET THIS PIECE OF OLD GARBAGE BE RELEASED ON THEIR ÜBERCONSOLE. IT WASN'T ANY GOOD ON THE PC, AND IT'S EVEN WORSE ON THE N64! **ANDY McDERMOTT**



CENTAURS AREN'T JUST BADLY DRAWN – THEY'RE ALSO HARD TO KILL AND MAKE AN ANNOYING "THWAKKA THWAKKA" NOISE WHEN THEY ATTACK YOU.

new or even vaguely interesting with the idea. All it ever was was *Doom* in graves, and an inferior version of *Doom* at that. Why it was ever shunted across to the N64 is a complete mystery, because we expect a lot more for the amount of dosh we have to shell out for carts.

THIS LITTLE PIGGY

There are two things that are good about *Hexen*. One is the cleric's top weapon, which when fired makes like the Lost Ark and sends spirits flying around the room to rip any monsters standing there to shreds. The other is the spell which turns your enemies into pigs so you can slaughter them in a way which would cause Linda McCartney to burst into tears. Apart from that, it's mediocrity all the way. *Doom 64* wasn't a particularly great game, but at least the programmers made the effort to spruce it up a bit for the Nintendo. *Hexen* can't even be bothered to do that. It's just a blurred PC port which is likely to send Horlicks instead of adrenaline pumping through your veins! Not even the ropy four-player mode can save it. It looks like anybody wanting a decent first-person shoot-'em-up on the N64 is going to have to wait for *Goldeneye*, because *Hexen* is about as magical as a wet evening in Grimsby with Paul Daniels! **HEXEN WAS SUPPLIED BY THE VIDEO GAME CENTRE – GIVE 'EM A BELL ON (01202) 527314.**

s a wet evening in Grimsby!

same "Die, you bastard!" vibe from it. The same thing happens when you kill a monster in the regular game – they all explode and scatter their guts around the place in what should be a satisfying way, but they're so boring to fight against you couldn't care less.

The gameplay style of 'collect the keys and kill the monsters' is a fairly old one, but it's still possible to make it interesting – *Quake* on the PC did it in style, and the upcoming *Goldeneye* on the N64 looks set to revitalise the genre for consoles. Unfortunately, *Hexen* just totally fails to do anything



HOW DO YOU LIKE YOUR MONSTERS? BLURRED...



...OR BLOCKY? THE CHOICE IS YOURS, YOU LUCKY DEVIL.

64 THE BOTTOM LINE

Keys



Alternatives

Doom 64: GT Interactive (import)
Reviewed: Issue 1, 81%
Shadows Of The Empire: Nintendo (£54.99)
Reviewed: Issue 1, 88%

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

%

48

Summing up:
A THIRD-RATE PORT OF A THIRD-RATE GAME. YOU'D BE MAD TO BUY IT!

Ninfo



64 M

Memory

YES

Publisher:
Developer:

Nintendo
Rare

Game Type:
First Reviewed:

Racer/puzzle
Issue 2 (US)

Release Date:
Price:

September
£54.99 (TBC)



THE GLEAMING THUNDERFIST RACKS UP THE DAMAGE QUOTIENT!

Memory Options



MEMORY:

ONE SAVE SLOT
(LEVEL ONLY)

CONTROLLER PAK:

FOUR SAVE SLOTS
(FULL GAME
STATUS)



PAL Performance

● HOW DOES THE UK VERSION
COMPARE IN TERMS OF SPEED TO THE
IMPORT CART?

BORDERS: MINISCULE

SPEED: ON A PAR WITH THE US
VERSION



BLAST CORPS TOOK EVERYONE

by surprise when it was first released on import a few months back. It popped up from top developers Rare (*Donkey Kong Country*, *Goldeneye*) with hardly any advance hype, and at a time when most of the N64's games were just 64-bit upgrades of old SNES titles with 3-D and flashy whirly bits stuck on, *Blast Corps* was – christ! – an original idea. Who'd have thought it could happen in this day and age?

The objective of *Blast Corps* is to drive vehicles recklessly and cause massive property damage, a pretty laudible goal since all those killjoy magistrates stopped me doing it for real. Although there are loads of bonus levels to uncover, the main aim of the game is to stop an out-of-control nuclear missile carrier from crashing into anything and

BLAST



YOU CAN GET AN IDEA OF THE SCALE AND DETAIL OF *BLAST CORPS* FROM THIS FREIGHT DEPOT.

exploding. You do this by hotwiring the different vehicles you find parked around each level and crashing them into anything that might cause a thermonuclear shunt. Flatten all potential obstacles and the missile carrier will rattle to a halt somewhere safe. The world is saved, at least until you start the next level!

There are a total of 12 different road vehicles (as well as trains, space shuttles and the like) which you can use in the services of officially

sanctioned mayhem, starting off with Ram Dozer, a turbocharged JCB which can both carve through buildings with its tough blade and shove obstacles and boxes of TNT about with macho abandon. As you progress through the levels, the vehicles get wilder – you get to control giant robots, missile-firing motorbikes and even that icon of Seventies style, Starsky's red and white Ford Torino!

Blast Corps is a lot of fun for the destruction-side of things alone, but

Mental Motors

LIKE A COMPLETE SET OF MATCHBOX CARS FOR TAMAGOCHIS, THE VEHICLES IN *BLAST CORPS* ARE A WEIRD AND WONDERFUL COLLECTION OF WHEELS.

RAM DOZER

BIG BLADE, FAT TRACKS, SUPER ACCELERATION, MASS DESTRUCTION – EVERY BIG KID'S DREAM!



BACKLASH

A GIANT TONKA TRUCK WHICH HAS TO BE SKIDDED INTO BUILDINGS. TRICKY TO CONTROL.



SKYFALL

AN OVERGROWN DUNE BUGGY WHICH HAS TO BE JUMPED ONTO BUILDINGS TO CRUSH THEM.



THUNDERFIST

A GLEAMING GIANT ROBOT WHICH TAKES OUT OBSTACLES WITH A QUICK GYMNASTICS DISPLAY.



CYCLONE SUIT

SMALLER VERSION OF THUNDERFIST WITH A BORING YELLOW PAINT JOB INSTEAD OF THE COOL MIRROR FINISH.



J-BOMB

HEAVY METAL THUNDER! FLY J-BOMB OVER A TARGET, THEN DROP AND STOMP IT INTO OBLIVION. TOP.



BALLISTA

WEIRD MOTORBIKE THAT LOOKS LIKE A CROSS BETWEEN PETER FONDA'S CHOPPER AND A MISSILE LAUNCHER.



SIDESWIPE

ARTICULATED TRUCK WITH HYDRAULIC RAMS BUILT INTO THE TRAILER. WATCH THEM BUILDINGS FLY!



You'll sweat so much you'll

CORPS blimey, it's a mega BLAST!

CORPS



IF THAT BUILDING'S NOT DEMOLISHED IN TWO SECONDS, IT'S GOODNIGHT VIENNA!



THE A-TEAM VAN ROARS ACROSS A BRIDGE. "SHUDDUP, FOOL!"

there's a nerve-wracking puzzle element as well once you get into it and realise that the missile carrier needs a lot of attention to keep it from bumping into things and exploding. The nearest thing it could be compared to is *Lemmings* on wheels, except with temperamental nukes instead of stupid rodents with green wigs. When the carrier is trundling remorselessly toward a Milton Keynes of buildings and all you've got to clear them with is the useless Backlash and no room to get a decent run-up, your hands'll sweat so much you'll probably short out the controller! As a bit of light relief, the plentiful bonus levels take you away from imminent nuclear destruction to let you muck about in volcanoes, play a giant game of pool and even take part in a sort of *Pac-Man*.

The game doesn't actually take that long to get through if all you're interested in doing is completing each level. What *Blast Corps* does is what a lot of other Nintendo games, like *Starfox*, have been doing recently. Getting through to the final level is a doddle, but to see all the secrets and bonus stages that the game has to offer, you have to score platinum medals, rescue all the hidden scientists and activate little gizmos called RDUs on each course. Personally, I'm not convinced about the replay value of this sort of thing. I liked playing *Blast Corps*, but to be honest I could never in a thousand years be arsed to hack through every inch of every single level just to get some poxy medal or see one little extra bonus level. Same with *Starfox* – miss one crucial ship on a certain level



WOW, A BRONZE MEDAL. A LONG WAY TO GO TO GET THAT PLATINUM AWARD...

2nd opinion

BLAST CORPS CAN TAKE A LITTLE TIME TO GET INTO, SIMPLY BECAUSE IT'S SO DIFFERENT FROM ANYTHING ELSE ON THE N64, BUT ONCE YOU'RE IN IT'S ABSOLUTELY EXCELLENT! TENSION AND EXCITEMENT ARE ASSURED EACH TIME THE CARRIER ROLLS REMORSELESSLY TOWARDS A BRICK WALL... HERE'S HOPING FOR *BLAST CORPS 2*! **ANDY McDERMOTT**

and you'll blow your chance to visit an extra stage. To hell with that! It's one thing to have bonuses for dedicated players, but it's taking the piss a bit when things get to this extreme.

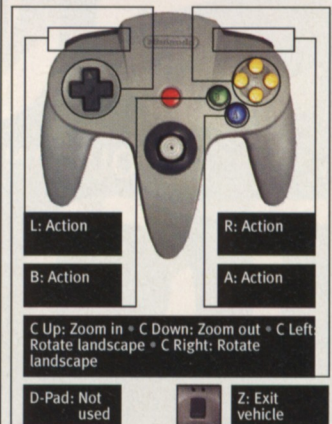
Despite the ending coming all too soon if you're not the trainspotting, activate-every-RDU type, *Blast Corps* is still a whole heap of fun to play – face it, smashing stuff up is always a laugh no matter how old you get. The combination of action, speed and problem solving is mixed perfectly, and even as the nuke goes off and reduces you to ashes you're already working out how to solve the problem that caused the explosion on your next game. This is definitely worth checking out if you're fed up with hopping Mario's fat arse around astroturf landscapes and want a taste of some hardcore destruction – and it's British! If there's ever a *Blast Corps 2*, we want some new vehicles included – Bodie and Doyle's Capri, the Jag from *The Sweeney*, the General Lee (complete with horn) and KITT from *Knight Rider*. Oh, and dump Backlash because it's rubbish. Satisfaction guaranteed! **R64**



BACKLASH TAKES OUT ANOTHER EVIL SHED.



Keys



Alternatives

Well, it's sort of one of a kind...

Rating

Graphics



Audio



Gameplay



Lasting Challenge



Overall

%

88

Summing up:
UNLIKE ANYTHING ELSE ON THE N64, AND ALL THE MORE ADDICTIVE FOR IT!

short out the controller...

A-TEAM VAN

HANNIBAL. BA. FACE. MURDOCK. TANKS MADE OUT OF COKE CANS AND STRING. BULLETS THAT NEVER HIT ANYONE. CLASSIC!

AMERICAN DREAM

ABSOLUTELY NOTHING LIKE THE DODGE CHARGER FROM THE *DUKES OF HAZZARD*, WHATEVER STUART SAID IN ISSUE 2!

STARSKY'S CAR

HOMO-EROTIC UNDERCURRENTS AND BAD FASHION COULDN'T DETRACT FROM THE KITSCH POWER OF THIS MOTOR.

COP CAR

THE CLASSIC *BLUES BROTHERS* BLACK-AND-WHITE. HANDLES WELL AND EVEN HAS A GREAT SIREN AND FLASHING LIGHT!

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WE'LL ENDEAVOUR TO GET EVERY CHEAT FOR EVERY GAME AS THEY APPEAR. THERE'S NOT MUCH NEW THIS MONTH, BUT THEN THERE HAVEN'T BEEN MANY NEW GAMES EITHER! WE ALSO INCLUDE IN-DEPTH GUIDES AND SOLUTIONS TO THE TOP N64 GAMES, SO YOU KNOW THAT 64 MAGAZINE IS YOUR ONE-STOP-SHOP FOR GAMING NIRVANA...

54 INTERNATIONAL SUPERSTAR SOCCER 64

Bang the ball into the back of the net at will with the help of our comprehensive tactical guide. Plus we show you how to access the secret teams, and infect the players with Chris Evans syndrome!

58 MARIO KART 64

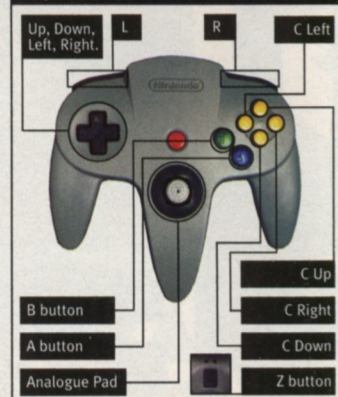
A track-by-track guide to Nintendo's four-player racer. With our tips and tricks, your opponents will be left eating your dust!



66 SUPER MARIO 64

Finally! Nintendo's flagship game is completed at last, our ultra-comprehensive walkthrough taking you to the final confrontation with Bowser and all the secret stars!

Pad at a glance



Hexen (US)

CHEAT CODES

Pause the game at any time, then enter the following code: C Up, C Down, C Left, C Right. This will cause an extra menu option, 'cheat', to appear. At first none of the options can be selected - you can rectify this by entering the following additional codes.



GOD MODE

C Left, C Right, C Down
Grants you invincibility. You'll still die from long falls, however.

CLIPPING

C Up (x20), C Down
Lets you walk through walls.

VISIT

C Left, C Left, C Right, C Right, C Down, C Up
Level select.

BUTCHER

C Down, C Up, C Left, C Left
Massacres all the monsters on screen.

HEALTH

C Left, C Up, C Down, C Down
Restores your energy to 100.

COLLECT ALL KEYS

C Down, C Up, C Left, C Right

all keys
all artifacts
all weapons
puzzle items

COLLECT ALL ARTEFACTS

C Up, C Right, C Down, C Up

COLLECT ALL WEAPONS

C Right, C Up, C Down, C Down

COLLECT PUZZLE ITEMS

C Up, C Left (x3), C Right, C Down, C Down

Shadows Of The Empire

Being a Rebel is all very well, but sometimes you just want to be one of the bad guys and get those sharp charcoal uniforms and wall-mounted strip lighting. Well, now you can! You'll need a Controller Pak to save your game - assuming you have one, start a new save slot and call it

.Wampa..Stompa (each . represents a space). You must get the case of the letters correct for the cheat to work. When you start the game, pause it, go to the options menu and set the controller type to 'traditional'. Now you can play as the forces of evil!



PLAY AS AT-ST

In the second round of the Hoth battle, when the Scout Walkers appear press Left on the D-Pad and C Right simultaneously, then push Up. The C Right button will then let you change camera views until you see the AT-ST. Now use the D-Pad to stomp some Rebel ass!

PLAY AS WAMPA

On the 'Escape From Echo Base' level, repeat the above code and press C Right until the Wampa appears. As with the AT-ST, the D-Pad is used to



control the new character - push Down to attack.

PLAY AS STORMTROOPER

Repeat the code to access the Wampa, but keep pushing C Right until the stormtrooper appears.

PLAY AS TIE FIGHTER

This requires you to collect all the Challenge Points on the Medium skill level. Once you reach the Skyhook battle, hold C Right for five seconds to turn the Outrider into an X-Wing. Cool enough, but if you hold C Right for another five seconds, you will now be flying a TIE Fighter!

Dark Rift (US)

PLAY AS BOSSES

Completed the game with the eight standard characters already? No problemo. Just enter these codes on the title screen to access the two hidden boss characters!

SONORK

L, R, C Up, C Down, C Left, C Right

DEMITRON

A, B, R, L, C Down, C Up

VIEW ALL ENDINGS

Want to view each character's ending without the hassle of having to play through the entire game? Then enter these codes on the title screen.

AARON

Up, C Left, R, Right, Down, R, R, C Left

MORPHIX

Up, C Left, R, Right, Down, R, R, B

DEMONICA

Up, C Left, R, Right, Down, R, R, C Up

NIKI

Up, C Left, R, Right, Down, R, R, A

DEMITRON

Up, C Left, R, Right, Down, L, L, C Down

SCARLET

Up, C Left, R, Right, Down, L, L, C Left

EVE

Up, C Left, R, Right, Down, R, R, C Right

SONORK

Up, C Left, R, Right, Down, L, L, C Up

GORE

Up, C Left, R, Right, Down, R, R, C Down

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INTERNATIONAL SUPERSTAR SOCCER⁶⁴



EXPRESS yourself, it's one on one... actually, it can be **TWO** on **TWO** with **KONAMI'S** stunning *ISS 64*! It's the **BEST** footie game **EVER**, and now 64 MAGAZINE'S **PREMIER** league of **TIPSTERS** is here to offer you sound **ADVICE** of an **ONION** bag-filling nature!

Top 10 Scoring Methods

It's a familiar story – you've battled your way up the pitch from your own end, beaten the midfield, rounded the defenders, gone for the goal – denied! Tempting as it might be to hack down the keeper and give his legs an extra joint halfway down the shin, it's not worth it, especially if Carlos is the ref. Instead, heed our advice and make use of what are known in computer

football parlance as 'slippies', those tricky little moves which confound the keep (and drive human opponents into a homicidal frenzy if you overuse them). They aren't 100% guaranteed to work – football's a funny old game – but they'll stand a better chance than hoofing the ball in the general direction of the goal from the halfway line!

1: ROUND KEEPER (AKA 'THE SQUIGGLE')

Using the through-ball, one-two or a long chip, you can often get the ball to your striker who's then one-on-one with the keeper. Even with the latter set to the highest skill level, the correct technique will usually produce a goal. Run straight towards the keeper then, as soon as you see him rush out, change your direction to run diagonally past him and then slot it into the empty net. Goooooal!



2: REBOUND (AKA 'PINBALL')



It's not the prettiest way to score, but one of the most sure-fire methods of hitting the back of the net. The play is to shoot at goal from the edge of the box, even if a defender's standing in the way. Although he'll block the shot, the keeper will dive for it anyway, leaving an empty goal. Now all you have to do is quickly get on the end of the rebound and hammer it in. Note that you can even do this from incredibly acute angles, so just shoot as soon as possible. Eat my goal!

3: POWER SHOT



There's nothing quite so satisfying as powering it into the back of the net past with a sizzling shot. However, you need to be near the edge of the penalty area to stand a chance of scoring – long-range pot-shots aren't very effective in this game. The best method is to suddenly dash sideways to get away from the defender marking you, then hold down the shoot button and a diagonal direction to aim your shot into one of the corners.

International Superstar Soccer 64

4. DIRECT CORNER

If you can judge your aftertouch precisely, this can be a real sickener for the opponent. Make sure the corner taken is set for an in-swing, then aim the shot a couple of notches out from parallel with the goal-line. Hit it with maximum power, then apply aftertouch in the direction of the goal-line as it enters the penalty area. Get it just right and it'll curl straight into the net!



5. CORNER HEADER

Aim your arrow parallel to the goal-line and hold the chip button (medium power is usually best) to cross the ball into the six-yard area (you can add optional aftertouch to swing it out a bit). Immediately move your striker towards the ball, pressing shoot just before it arrives to rise above the defenders and head it into the net. Yes!



6. FREE KICK SHOT



To score straight from the kick, you need to be reasonably near the edge of the box. Don't worry about the wall, just aim your arrow straight towards the opposite corner from where the keeper's standing and shoot. Optional aftertouch can be applied to help it dip and curl in. The real key is getting just the right amount of power – too high and the ball will sail over the crossbar; too low and it'll slam into the wall.

7. FREE KICK CHIP/PASS

If you're not near enough for a shot, you can still create a good goal-scoring chance by either passing or chipping to a striker. If there's a defensive wall, try passing the ball along the ground into the gap between it and the other defenders. If the free kick is nearer the halfway line, try to chip the ball just over the defenders' heads to reach one of your strikers. You need to be precise with the power (near maximum), but if it reaches your player he should be through on goal. Come and have a go if you think you're hard enough!



8. CROSS AND HEADER

This classic scoring method is favoured by the CPU teams and can work just as effectively for you, particularly if the man in possession is forced wide. It works best from the by-line, so try and beat the fullback to get there and cross it from the edge of the penalty area. Unleash a medium-strength chip and apply aftertouch to curl it towards the penalty spot, hopefully to connect with your forward's head (or foot) as you quickly hold the shoot button. Boof!



9. PASS AND SHOT



A variation on the previous crossing technique, this involves playing the final ball along the ground instead. Once there's a gap to pass it through from the edge of the penalty area, square the ball to your team-mate in the box – a simple pass often works better than the through-ball – then immediately hold the shoot button to unleash a first-time shot when it reaches him. If he's positioned far enough over, this will clear the diving keeper. In your face!



10. CHASE KEEPER

Perhaps not the most sporting of scoring methods, but this works wonders for humiliating a human opponent! Simply watch out for when the opposing keeper has the ball at his feet – either after a back-pass or deliberately dropping the ball to dribble it. Then immediately dash your nearest forward towards him and go for a sliding tackle. If you connect, quickly press shoot during the slide to instantly knock the ball into the net. The fat lady is now singing!



Multi-Player Mode

WHILE CRUSHING YOUR FRIENDS MERCILESSLY WITH YOUR NIMBLE FOOTWORK CAN BE REWARDING, TEAMING UP WITH ONE OF THEM CAN BE EVEN MORE SO. HERE ARE THE KINGSTER'S MULTI-PLAYER TIPS, GLEANED FROM MANY A LUNCHTIME OF TOP SOCCER ACTION!



- NOTE THAT IT'S POSSIBLE FOR BOTH PLAYERS ON A TEAM TO TACKLE EACH OTHER, SO TRY TO AVOID THIS AS IT REALLY CAUSES ARGUMENTS!
- ANOTHER PROBLEM IS PLAYER SELECTION; AS BOTH PLAYERS CAN MANUALLY SWITCH CONTROL OF PLAYERS, THIS OFTEN RESULTS IN CONFUSING SWITCH-OVERS FROM ONE TO THE OTHER. SO DON'T KEEP HITTING THAT R BUTTON WHEN DEFENDING, OR YOUR TEAM-MATE WILL BE TOTALLY BEMUSED AS YOU KEEP NICKING CONTROL OF HIS PLAYERS.
- A KEY TO EFFECTIVE ATTACKING PLAY IS GOOD RUNNING OFF THE BALL, GIVING YOUR COLLEAGUE AN EASY PASSING OUTLET IF HE GETS INTO DIFFICULTIES. WITH ONE PLAYER STARTING A RUN FORWARD JUST AS THE OTHER PLAYS A THROUGH-BALL, HE CAN GET RIGHT BEHIND THE DEFENCE FOR A ONE-ON-ONE CHANCE.
- YOU CAN ALSO AID A DRIBBLING COLLEAGUE BY DELIBERATELY OBSTRUCTING OPPOSING DEFENDERS. NOT VERY SPORTING, BUT EFFECTIVE!
- ONE THING TO WATCH OUT FOR IS DRIFTING INTO AN OFFSIDE POSITION – SOMETHING CPU PLAYERS RARELY DO. TRY TO ENSURE YOU STAY ONSIDE WHEN YOUR COLLEAGUE'S ON THE BALL, OR THE WHISTLE WILL BLOW THE MOMENT HE PASSES OR SHOOTS – SOMETIMES DISALLOWING A GOAL!
- DON'T BOTHER USING ONE-TWOS WHEN PART OF A TEAM. IT ONLY CONFUSES YOUR TEAM-MATE AND OFTEN THE RETURN PASS ISN'T FORTHCOMING.



Team Tactics

Football's a game played almost as much off the pitch as on it. If you maximise your team's resources and update their tactics to reflect the current state of play, you'll vastly improve your chances of bringing home the silverware.

LINE-UP/SUBS

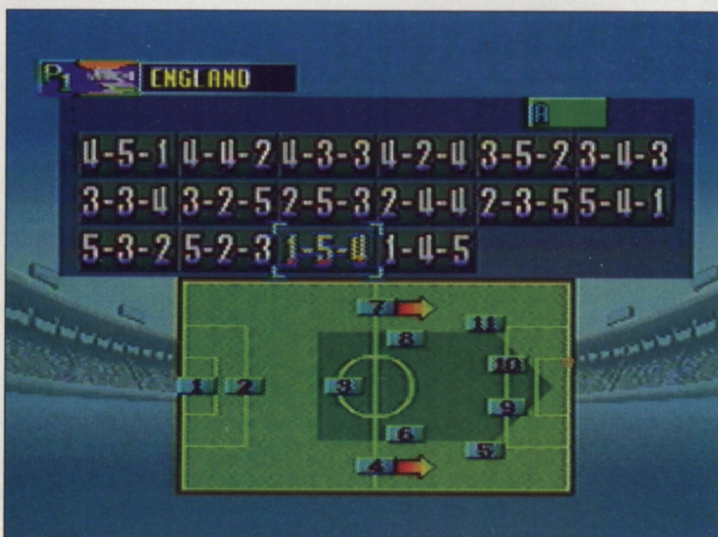
Use the opportunity to change your line-up before the start of the match to replace any off-form players, rather than wasting one of your substitutions once the game's begun. Later in the match, you may notice some of your players visibly

flagging. In this case, go for a substitution and replace the ones with the lowest stamina bars. Make sure you use a suitable substitute for the position, though: a forward will prove pretty ineffective in defence and vice versa.



FORMATIONS

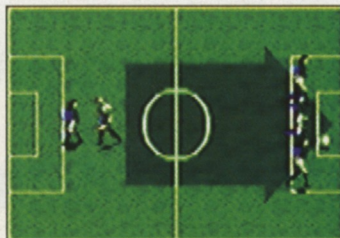
Selecting the right formation for your team, and your style of play, is vital. With so many choices, there should be one to suit you – particularly as you can customise them to perfection. While the standard flat back four is a good bet for balanced play, it may be better to play with a sweeper for extra security – particularly against very fast forwards. The most defensive of all is 5-4-1, but this limits your attacking options. On the other hand, you may wish to stifle your opponent's build-ups with a five-man midfield. Formations with less than three at the back are only for the brave – or desperate (when needing to go for all-out attack).



International Superstar Soccer 64



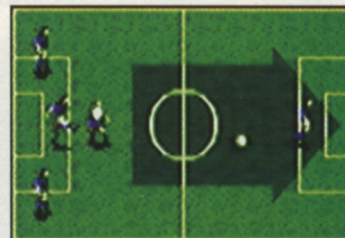
ALL OFF: Only recommended when you desperately need a goal, this sends all your players forward, leaving you very prone to quick counterattacks.



CT ATK: Concentrates your attacks into the central area, thus playing without wingers. This can work help when outnumbered in midfield.



SD ATK: A great option if you've got a couple of fast wingers, this spreads the play wide so they can bomb up the side and get crosses in.



COUNTER: Leaves your forwards well up the pitch, so you can launch a quick long-ball counterattack out of defence. Great against all-out attack.



ALL DEF: Puts all your men in your own half, making it difficult for the opponents to break through and score. Best used when winning with little time left.



PRESS UP: This pushes the defenders up to pressure the opposing forwards, stifling their runs but leaving you open to through-balls and one-tws.



ZN PRESS: The nearby defenders crowd round the opponent in possession, making it difficult for him to dribble or pass forward. A pretty effective play.



OS TRAP: Your defenders push up whenever the opponents play a ball forward to try to catch them offside. Good against the long ball, but not solo runs.

Strategies

- THERE ARE EIGHT STRATEGIES TO CHOOSE FROM AND IT'S HIGHLY RECOMMENDED TO ASSIGN FOUR OF THEM (TO Z + C BUTTONS), SO YOU CAN INSTANTLY ALTER YOUR TACTICS TO SUIT THE CURRENT MATCH SITUATION. IT REALLY IS A CONSIDERABLE ADVANTAGE TO BE ABLE TO DO THIS, SO DON'T SKIP PAST IT.

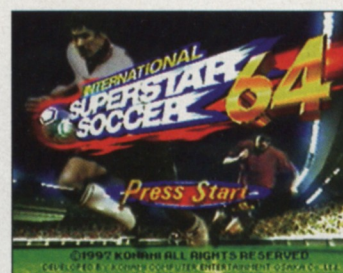
CHEATS

HIDDEN TEAMS

To bring up the six all-star teams, go to the title screen (where it says 'Press Start') and press the following: Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A, then hold Z and press Start. You should hear "What an incredible comeback!" When you reach the team selection screen, the six all-star sides will be available.

MAN MARKING

Another option that should definitely not be overlooked, this enables you to man-mark the other side's star players. An ultra-defensive option is to get two midfielders to mark the opposing strikers to really stifle their attacking options. However, it's best not to have too many markers overall or your defence may lose its zonal shape and be susceptible to through-balls and runs – particularly if the strikers are quicker than their markers.



BIGHEAD PLAYERS

On the title screen (where it says 'Press Start') press the following: C Up, C Up, C Down, C Down, C Left, C Right, C Left, C Right, B, A, then hold Z and press Start. When you start a match, the players will all have gigantic heads.



MARIO

58

The **GREATEST** two-player game ever? Of **COURSE** it is, oh, and the best **THREE** and **FOUR-PLAYER** game around too. If you need any help with the **DEVILISHLY** tricky courses, the following **PAGES** are **THE** place to look!

Characters

The only cast change from the Super Nintendo original is the dropping of Koopa Trooper to make way of Mario's nemesis, Wario. There's no option for multiple players to have the same character so you'd better be quick on the selection screen! Oh, and you know how dog owners are supposed to look like their pets? Well, it's a fact that everyone picks their psychological reflection in *Mario Kart 64*, from the raging (stupid) beast that is Donkey Kong to the middle-of-the-road, safe and sure Mario. So if you've got a male friend who always plays as Peach, you can be sure he's harbouring transsexual inclinations...

LIGHT CLASS

[PEACH, TOAD, YOSHI]

Lightweights in terms of both road handling and character, the surprising thing is how good this trio can actually be. Toad, in particular, is regarded by hardcore karters as a character worth having, so make sure you get in early and choose him before anyone else can!

ADVANTAGES

- The lightness of these karts makes for superfast acceleration.
- Rough terrain, such as grass or sand, doesn't slow the kart down as much as other karts.

DISADVANTAGES

- Cornering causes a significant speed loss, unless advanced power-sliding is used.
- Touching a Heavy Class kart causes these karts to spin out.

MIDDLE CLASS

[LUIGI, MARIO]

These karts are designed to be good all-rounders with no dramatic advantages or disadvantages. They're useful for novice players who want a reliable racer to get to grips with the game, but serious racers almost never choose the brothers.

HEAVY CLASS

[BOWSER, DONKEY KONG, WARIO]

The lard boy posse are in town, and they're hungry! In terms of sheer speed this evil trio are unbeatable, and their bulk means they can barge

the lighter karts aside without problems, but they take forever to get up to speed and aren't very nimble around corners. If you're a boy racer, choose flab!

ADVANTAGES

- Can corner without losing speed.
- Difficult for other karts to push around.

DISADVANTAGES

- Slow acceleration.
- Rough terrain such as grass or sand causes heavy karts to rapidly lose speed.



PEACH



TOAD



YOSHI



LUIGI

KART 64

Racing Tips

POWER-UPS



In all of the Modes, except Time Trials, multi-coloured translucent question marks are scattered over the race tracks. These provide the real heart of the game, with most power-ups providing a variety of tactical applications. Once you've driven through a power-up crystal, various power-ups will flash on your screen until one is selected. It's incredibly difficult to pick one you want, as they scroll past so quickly, but the leading player tends to get weaker non-offensive power-ups while the followers get the really powerful ones – the lower your rank, the better the weapon. The first trick to learn is wagging or power sliding through each strip of crystals, to leave nearby pursuers driving through empty space.

In the cases of the shells, holding the Z button while firing them releases them backwards rather than forwards. You can even drag a shell behind your kart to act as a deadly bumper against rear-end shunts!

BANANA TIP

If you hit a banana, lifting your finger off the accelerator for a moment can often help you avoid a spin. A little musical note will appear if you were successful!



POWERSLIDES AND MINI-TURBOS

Using conventional cornering, a kart's speed can drop about 10-20kph with sluggish acceleration out of the turn and, if the turn is too sharp or goes on too long, the risk of losing traction entirely and spinning out. To



powerslide, the player must press and hold the R button while accelerating. The kart will jump into a powerslide with letter-shaped smoking pouring off its wheels. Speed loss can be as little as 5kph with much greater acceleration out of the turn. On the negative side, the very speed of the powerslide makes it that much more likely a player will slide off the track or even hit a wall. Using powerslides turns even the most banal track into a hair-raising test of split second reactions and is the only way to produce competitive time trial results.

True speed freaks will tap the stick left/right while power sliding, turning the smoke yellow and then red, with a very useful Mini-Turbo burst of acceleration when you release R as the reward!

TURBO STARTS

A vital trick; hit the accelerator in the time between the last red and the blue starting light coming on and you'll get an extra burst of speed off the line.

SLIP STREAMING

If you hug the rear of a rival kart for a few seconds or more, the reduced air resistance will form a vacuum around you, and you'll get a speed boost sufficient to overtake your handy host.



MIRROR MODE

Win gold for all the cups, in both 100cc and 150cc mode, and a fourth race class is added above 150cc. This doesn't offer additional speed, but instead a new set of 16 tracks. These are identical to the normal tracks, but reverse the turns while retaining the same race direction. Apart from the oncoming traffic for Toad's Turnpike, this isn't that dramatic a change but it does provide a fresh spin to keep players interested.



MARIO



BOWSER



DONKEY KONG



WARIO

Mushroom Cup

LUIGI RACEWAY (717M)

As a gentle introduction to the joys of 64-bit karting, Luigi's home circuit gives few clues as to the dastardly track design that lurks in later courses, with a simple dumb-bell loop and no road based obstacles, apart from the ever present patrolling bombs on versus mode, which circle around straights and lurk at corner entrances to throw you off your racing line.

Luigi Raceway is an ideal opportunity to practice powerslides and mini-turbos, the long bends being perfect for both techniques. It also shows off the value of stars and mushrooms, as with these you can blast across the sand and grass inside the curves and cut valuable seconds off your time.

COMBAT TIPS

The long opening straight of the track leads to a small hill, where a Luigi hot-



air balloon (on the second and third laps) ascends over the first power-up crystal strip. If you've got a mushroom to speed up as you jump over the crest of this hill, you'll get a Bowser shell to guarantee the race leader's demise.

Red shells are both common and accurate on this track because of the lack of obstacles. The best tactic for the race leader is to grab a green shell and hug it to your back to ward off enemy shells, or, better yet, get a triple-green shell, and activate it to provide a three shell buffer.



MOO MOO FARM (527M)

Another simple track, but one which can be tricky because of its variable width. At first, rather than following the racing line, the best tactic is to stay in the centre of the track, always veering right. There's one shallow U bend left halfway through the track (under the bridge) which is designed to throw you off this tactic, but it's easily spotted on the map, and a great place to throw yourself into a mini-turbo powerslide.

The banked sides of the track slow you down, so if you want to use powerslides and mini-turbos you must stay on the flat for best effect. The most irritating thing about this course is the plague of moles on the inside of several corners



COMBAT TIPS

If you're feeling daring and/or confident of your dodging abilities, you can litter the course with green shells, as the fence will keep them bouncing around the track. Red shells have a huge range here – use them! Dumping bananas or green shells on the track alongside the moles can really slow down other players, especially if they're decoyed into hitting a mole.



KOOPA TROOPER BEACH (691M)



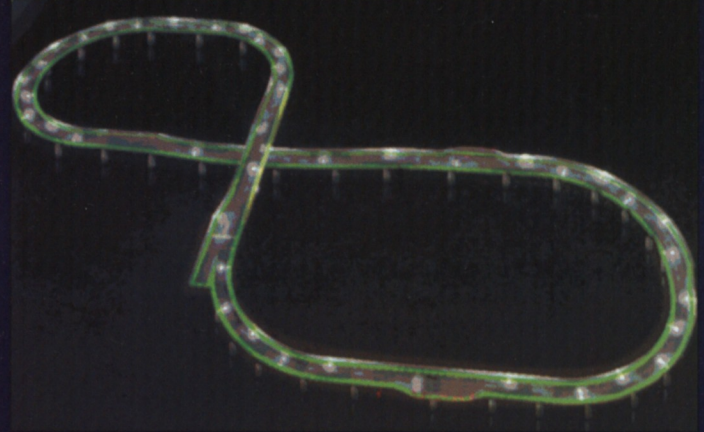
It looks like a great place for a holiday, and this fabulous course is also the first to really expose the depth of strategy available to the cunning player, with short cuts,

close quarter combat and bags of physical obstacles combining to guarantee a blistering race.

If you head left at the red and yellow ramps and take the last one,

Flower Cup

TOAD'S TURNPIKE (1036M)



KALIMARI DESERT (753M)

Despite the introduction of a superb steam train, this track is initially rather disappointing after the hijinx of Koopa Troopa Beach. However, the course provides another valuable lesson in power sliding and mini-turbo boosts, in a *Sega Rally*-like race that demands ferociously precise driving and expert knowledge of the track to guarantee success on the perilously narrow track. The heavier, faster karts have the advantage of sheer strength here, so the onus is on lighter drivers to use cunning...

The chuff-chuff can be a pain – if it blocks you at the first level crossing, it'll probably be in the way at the second as well. Getting a fast start is vital if you're to beat it on the first lap. If you do get stuck at the crossing, it's possible to pretend you're the truck

from *Duel* and push other drivers under its thundering wheels!

The very brave will try to use the tunnel as a shortcut, but it's an extremely tight squeeze – if the train comes through while you're inside, you'll almost always be crushed.

Powersliding around the dusty corners is vital, but if you mess up, you'll be sent skidding onto the sand and lose a lot of speed.

COMBAT TIPS

Wide open spaces make red shells a valuable weapon, but there's not really much opportunity for devious play here, unless you can force other karts under the train. Golden mushrooms are great for blasting across the desert and cutting corners – worth remembering, as the only real defence against homing shells is to have a massive lead.



you can enter a superb shortcut which cuts the track length by about a quarter. Although it looks like you need a mushroom or a star, you can in fact reach it unaided if you jump just before you fly off the ramp. You do need to be going at full speed, though.

For the unlucky player who's missed the short cut, there's a short stretch of uninteresting coastline after some more crystals to gnash your teeth over, until you reach a long, narrow ramp leading to a crystal high above a small moss covered rock. This

is your only hope of revenge, as it will provide you with a Bowser shell.

There is a sandbank which can be used as a shortcut across the eastern bay, but it's crawling with crabs, so be careful.

COMBAT TIPS

Red shells tend to target only if your opponent is within one straight of you, bouncing off the central sand castle if they follow a bend, and the course is far too wide to expect any luck with green shells at anything but point blank range.

Once in the tunnel, evil players will dump bananas or green shells – just remember they're there if you plan on taking the shortcut again!

Aside from this, remember, if all looks bleak, there's always that Bowser missile above the long ramp before the last stretch, to ensure some hope of salvation.

This traffic congested figure of eight highway inevitably causes most consternation for karting novices, with the huge buses and cars dwarfing your Matchbox-scaled karts, but as ever, there's easily learnt strategies to enable the experienced racer breeze through with ease.

way to proceed is to hug the sides of buses and trucks, then weave through the racing line on corners, using mini-turbos to keep your speed up. Once you've got Golds in all the cups and activated the mirror mode, things get a lot more painful, however, as the traffic is now coming straight at you!



The most important technique to master is sliding through the crystal lay-bys that run along the left hand side of the track taking out every single power-up, so that players breathing down your neck are left racing through an empty lay-by in your wake. Dropping bananas at the entrances is a laugh too.

The traffic looks intimidating, but the karts can all outrun it – the best



COMBAT TIPS

Shells of all kinds work well here, as long as you can stop them hitting other traffic. The Bowser shell will quite happily do a lap in its hunt for the leader!

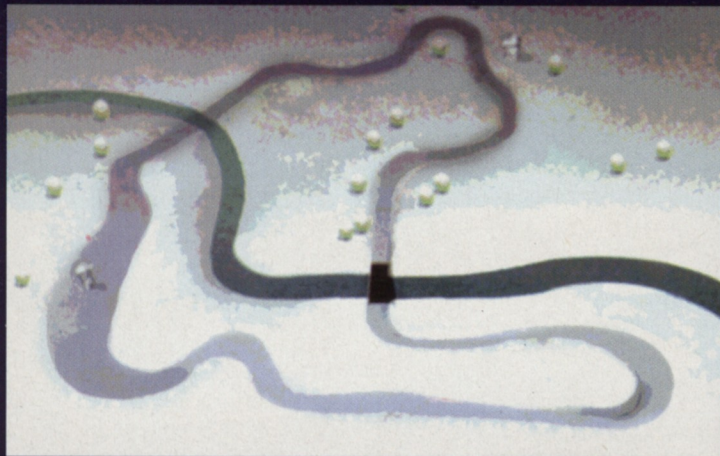
Booby-trapping the lay-bys is a great tactic for the leader, especially as fast work will let you drop a banana or green shell in time to snatch up another power-up almost immediately. Fake power-ups are lethal here, as they're almost impossible to pick out in a line of real ones.

Triple green shells are also deadly, turning your kart into a guided missile that can trap players against the barriers and blow them right off the track! If you're still speaking to your fellow players after the bloodthirsty, malicious foul play of Toad's Turnpike, you just haven't been playing it right...

FRAPPE SNOWLAND (734M)

Much like the moles of Moo Moo Farm, Frappe Snowland's snowmen

hang around in clusters, usually on the apex of a corner, and pop up to greet you with their foul stick arms, their foolish bobble hats jiggling as they catch and fling you up in the air.



The snowy road can still be hugged by your kart pretty easily, although it's difficult to get enough traction for a mini-turbo powerslide, and the shallow snow banks provide useful avenues for shaving corners and taking shortcuts.

The giant Mario snowman marks a nasty trap, chevrons pointing you left. Don't do it! A cluster of snowmen wait to take you before the corner into a snow bank chicane, and most players

will instinctively drive straight into trouble. Instead, stick to the right hand side, hugging the snow bank and circling around the Mario sculpture to take the chicane from the outside edge. A mushroom will let you blast over the chicane to save a few seconds.

COMBAT TIPS

The frequent snowmen collisions mean that the race order can change a lot, and red shells have no problems cresting the shallow hills. The last stretch through the ice walls is crucial, marked by the last set of power crystals, and if you're in a neck and neck situation, it's worth easing off the power to fall behind and collect an aggressive rather than defensive power-up.

Bananas make a particularly good defensive weapon, as spin outs are liable to cause crashes with snowmen.



CHOCO MOUNTAIN (687M)

This track is a real favourite for the heavy karts, although its huge hills and steep banks inspire hatred in the lightweights, who are prone to spinning out and crashing. Light drivers should remember not to use the jump button when bouncing over the bone shaking bumps and hills, as they will lose massive amounts of speed. The nastiest part of the course comes after the 180° hairpin – fall (or get pushed) off here, and you'll have to go through as much as a third of the course again. Falling boulders on this stretch don't help much.

The last stretch is marked by three big humps in the road, which don't provide much problem if taken straight on, but players careering around the last corner to take the first hump at an angle will find themselves spinning out and either crashing into the walls or stalling on the brow.

COMBAT TIPS



In a course designed for heavyweights, the abundance of narrow roads, big bumps and sheer drops make ramming lightweights all over the place an absolute dream! Booby-trapping the racing line should also claim plenty of victims, as the course is narrow and contact with the walls will often stop a kart dead. The same walls make red shells largely ineffective, unfortunately.



MARIO RACEWAY (567M)

The final track of the Flower Cup is a return to more traditional racing, with Mario's home track providing a Formula 1 style driving challenge across a large, relatively flat circuit. This was the course played in the Japanese *Mario Kart* time-trial championships, since it offers the best hardcore driving challenge of the whole game. Precision powersliding is essential; go off the track and you'll hit obstacles, but fail to use it and you'll never keep up!

There is an excellent shortcut after the third corner which can take off nearly half the course, but it's very hard to reach. You need a mushroom or star in your inventory to pull it off as well. Powerslide round the first three corners, then just before the fourth bend steer hard up the grassy slope, then slam yourself back right and fire your power-up. You'll shoot back across the track – as you hit the slope on the far side, jump and you'll be carried over the wall. If you're lucky. If not, you'll hit the wall and the pack will roar past you, laughing insanely.

A smaller shortcut is to use a mushroom to power across the grass on the circuit's southernmost corner.

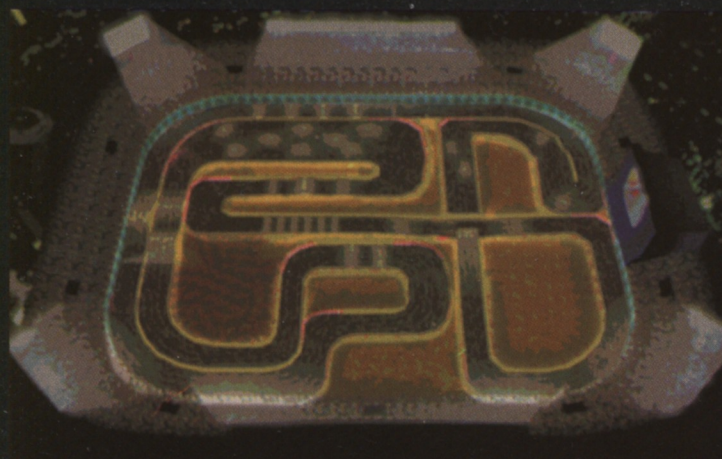


COMBAT TIPS

Since this is one of the most demanding pure racing track of the game, it marks the best opportunity for sabotage. Self-professed experts will be struggling to follow the racing line, power sliding at the exact right spots and generally getting in front through driving prowess, so anything you can do to throw them off their route will be extremely irritating. Bananas make a particularly effective form of sabotage, littered just after corners to snag power-sliding karts, and utterly ruin racing tactics.

Star Cup

WARIO STADIUM (1591M)



The first Star Cup track is a real monster. The second longest track of the whole game, and evil Wario's personal training ground, it's unsurprisingly a killer for the little guys. A turbo start is essential here to get the momentum up, and whilst the heavy guys can easily accelerate over the speed humps without losing much speed, pressing the jump button on the crest of the hill to jump over each second hump, the light karts should keep a straight line and avoid jumping, to minimise the inevitable loss of speed on impact. Heavy karts should try and bash smaller karts on the opening pack rush, to spin them out into the walls. The extremely lucky or talented can use mushrooms to propel themselves from the humps over walls to cut out parts of the track, but this is hard to say the least.

In keeping with Wario's evil nature, a mammoth 180° loop, with another set of crystals, leads onto the second longest straight, which just happens to feature a massive jump across the previous straight. Failing this jump, for whatever reason, puts you back almost a quarter of the lap, an almost irrevocable disaster.

COMBAT TIPS

Green shells, the most frequent power-up, inevitably clog up the later laps, bouncing all over the track. Triple green shells are a most useful defence. Because the lengthy circuit allows players the chance to set up a great lead, Bowser missiles are also common.

The real treat however, which has been made illegal in the Paragon offices due to angry hysteria, is using the lightning bolt when other players are about to go over the jump. They have to do a fifth of the course all over again!

BOWSER CASTLE (777M)

This track is a real horror ride, matched by spooky music and featuring the nastiest bits of track yet seen. Nearly all of the corners are hard right angles, making powerslides essential, and the Thwomps crashing about the place will bring you to an abrupt halt if you hit one. Heavy karts will soon find that they can bump light karts off bridges into the lava below!

The first bunch of Thwomps is in a hall with a red carpet take the tiled floor instead, and you won't get hit. Following the carpet, you'll eventually meet another three Thwomps at the end of a hallway. Each stamps down in front of a third of the exit, so pick your route precisely – any delay and you'll get squashed.

Further on, more Thwomps act like the penguins of Sherbert Land – steer at them, and by the time you reach them they will have moved on. Next comes the horror of the second lava bridge, which is all too easy to fall or be pushed off!

When you get to the courtyard, instead of

powersliding, jump around the 180° loop to keep from sliding into the trees. Around the next corner is yet another unfenced bridge and a spiral road that leads up to a jump. Again, powersliding is not an option, so just keep accelerating to clear the jump. On the far side is another jump – go left or right, but not down the middle as you'll skid into a lava-filled hole!

COMBAT TIPS

This course has enough hazards without adding to them! Green shells can be used in enclosed rooms, and Bowser shells are also common. Barging



people off the bridges or slowing them down at the jumps works wonders, as does forcing them into the many Thwomps. Success is dependent on keeping calm, though, rather than firing off shells at all and sundry.

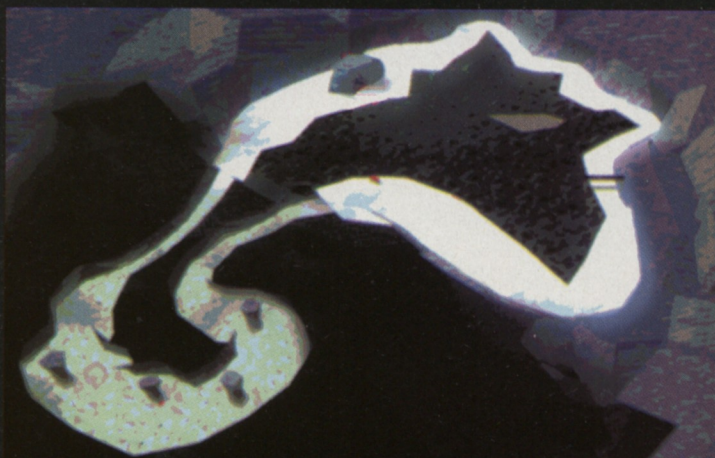
SHERBERT LAND (756M)

Many of your hard-won playing skills and tactics will be thrown out of the window on this track. You can say good-bye to smugly pulling off mini-turbo powerslides for a start!

The best tactic for the road-hogging penguins is simple – if they're walking rather than sliding, just cut to take the side of the track in the opposite direction to their waddle, and you'll have no problem. If they're sliding or jumping into a slide, just aim for the point they're at when you see them, and by the time you get there, they'll have gone.

There are plenty of opportunities to jump the inside corners of the lake, which both saves time and gives a straighter line. However, if you make a mistake, you'll end up in an ice block!

Heading for the tunnel, it's double trouble, as two penguins noisily patrol the entrance. Trying to steer around individual penguins is suicidal, as whilst avoiding one the other will inevitably sail into your side, so just put your foot down, and if it becomes clear that you're not going to make it, make use of that rarely touched brake button.



The narrow tunnel (a nightmare for loose green shells) veers right then left into a huge ice cavern, with no obvious clues to direction. Four stalagmites are circled by eight fat penguins, and inevitably chaos ensues as the pack slam through, bashing into the birds and spinning all over the place. Individual routes can be developed based on how finely you want to cut past the penguins, but the easiest and safest route is to drive straight through the middle of the first two stalagmites (the first on your right, second on the left), snagging a power crystal, aiming for the red arrow pointing left on the far right wall. At the last second before you hit the wall, hop left, hugging the wall to avoid the third stalagmite on your right. Now head straight for the next red arrow pointing left, and

instead of skidding left to avoid the fourth stalagmite, go for the wall, sliding through the gap between the stalagmite and the wall (slowing down to avoid a penguin if you're unlucky enough get behind one). Now you'll turn right into the tunnel exit, and if you've kept to the route, you'll have avoided any collisions!

COMBAT TIPS

This is definitely a course where racing skill is more important than weapons! That said, sending green shells pinging about the cavern is always a good way of causing trouble for the next group to enter (ditto when used in the tunnel). Stars, the second most common power-up, can also cause chaos in the cavern, sending karts spinning and penguins flying.

ROYAL RACEWAY (1025M)

This beautiful course offers some fiendish high banked hills and ingenious track design to guarantee enthralling, maximum adrenaline racers, set around the grand castle of Princess Peach herself.

This is a real test for how accurately you can pull off powerslides and mini-turbos, with plenty of tight corners to negotiate, but all of them bordered by slippery grass or, worse still, steep falls into the lake that runs around about a third of the track.

Powersliding around the early corners and hopping over the grass on hairpins will gain you time, but real problems don't come until you approach the flyover. If you round the hairpin too fast, you'll miss the ramp and be forced to stop and turn around. Once you're on the bridge, however, the well armed kart is in a great position to take out enemies who have nowhere to run!

The two speed ramps leading to the final jump increase your acceleration for the super long jump, and whilst

positioning on the first is irrelevant, on the final ramp it's essential that you line yourself dead centre so that you launch straight down the middle of the long fall down to the road, over the sea. If you leave the ramp at a slight angle, you'll crash into the hills on the far side.

A vicious Z-bend faces drivers as they head back round the lake, and the final corner has an evil cliff fall. It can be worth shedding speed by going onto the grass rather than take the risk of sliding off the cliff.

COMBAT TIPS

Booby traps work very well here because of the tight, narrow corners. Mining the speed ramps is also a deadly trick. Best of all, using the lightning bolt when a group of karts is heading for the jump will result in them all plunging into the drink!

The best place to use a star is on the last Z-bend, where the invulnerable player can cut through the grass and trees on the right, skipping the last lethal drop, and rejoin the race on the last straight.

Special Cup

DONKEY KONG'S JUNGLE PARKWAY (893M)



The sparse scenery means that Kong's track feels like it's running twice as fast as any other and this, combined with the slippery dirt road and increased difficulty in avoiding the bombs, make it exceptionally tough to qualify for beginners. The coconut-chucking indigenous wildlife doesn't help matters either.

Aside from the dusty, skiddy track, the first hazard is a looping incline that leads up to a jump over the river. It's possible to jump over the guard rail, cutting out the loop, if you feel the need to shave a few seconds. Once you make the jump, steer as far left as you can – the ridge will stop you dead, so you want to be as far along the track as possible.

From here, a pair of slippery U-shaped bends can cause trouble if you go off the track – you'll be pelted with stuff by the jungle denizens! Once

through the bends, you cross a bridge and head into a steep twisting road. Heavy karts, or the mushroom equipped, can cut corners here by jumping up the steep incline between the legs of the road.

COMBAT TIPS

Bananas are the most common power-up on this track (well, it is Kong's), and they prove incredibly troublesome. Slipping into the water is bad enough, but through the slippery bends at the heart of the jungle, slipping off the road will get you pelted with rocks, which is hugely irritating.

The lightning is another popular power-up, and this can be best used in the jungle itself, with the aforementioned rock throwers. If you time your strike well, and spin the shrunken enemy off the road, the rocks thrown will utterly squish them!

YOSHI VALLEY (772M)

Nasty, nasty, nasty! Tight corners, an abundance of deadly drops and a lack of barriers, a confusing position display so you don't know where you are in relation other drivers and packs of evil hedgehogs make this one of the hardest courses in the game.

You also have choices of route – either safe but very long and slow, or fast but dangerous. Go on, live dangerously – take the fast road like us!

At the first junction, go left, then right, where you'll encounter some very hard-to-dodge hedgehogs. At least if you hit them and spin, there's a fence to save you! Go left again through a tunnel, hopefully avoiding a second gang of Sonic's relatives, and you'll join up with the road from the first junction. Unless you've fared really badly with the 'hogs, you should be ahead of any karts which took the easy route.

You'll now find yourself on a straight leading into a huge U-loop, with a strip of crystals on the first bend, and a relatively easy powerslide around posing no problems. However, if you've collected a mushroom, there's a great, albeit



BANSHEE BOARDWALK (747M)

Anyone who still has nightmares about the Super NES's Ghost Valley course is going to be left sleepless by this! Sharp corners and a lack of fences are compounded by holes in the track and speed-sapping bats. Like Sherbert Land, sharp corners can be cut by jumping, but the penalty for failure is severe!

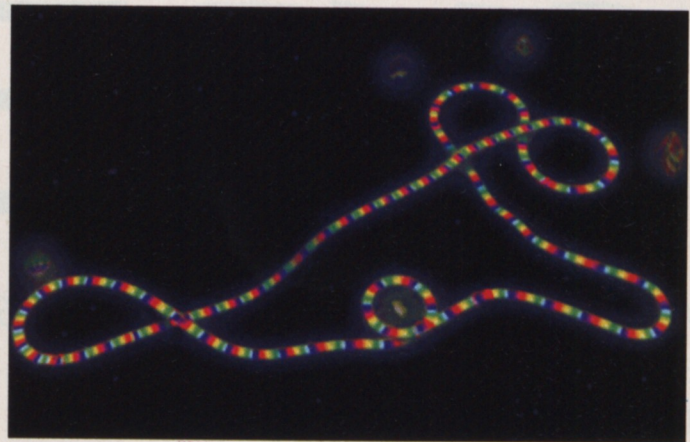
You can powerslide through the first two corners, then hop over the first corner after the power-ups. Ignore the fish and the ghosts on the third straight – you'll need all your attention focussed on the narrow Z-shaped bridge, which is guarded by a bomb lurking amongst the power-ups. As the bridge joins the wider wooden planked road, there's a sudden drop, and then a wide 180° loop that leads into the ghost house. The outside edge of this corner is completely open, so late powerslides are fatal, whilst barging karts from the inside line to the outside and over the bridge is highly recommended.

Entering the Ghost House, a flock of bats come winging at your kart. Sticking to the right side of the wall keeps you out of the way of the main bunch, but ruins your approach to the U-corner right coming up, so it's best to battle straight on through, suffering some slight jolts and shocks.

As you hit the bats, you'll see a huge chasm on your left. You can cut your time here by jumping over the crack next to the wooden post, which also puts you in a better position for the next bend. More bats will then almost certainly slow you, but they aren't as dangerous as a second bomb at the Ghost House exit. The final long corner has no fences, so powerslides aren't recommended.

COMBAT TIPS

By this stage of the game, shells – the lazy man's weapons – are almost useless. Instead, bananas dropped on strategic corners can almost guarantee lethal spins into the rancid water below. Stars and mushrooms can be a hazard rather than a boon, as it becomes too easy to skid off the track and into oblivion! The lightning bolt is quite common here – it's worth remembering that a shrunken opponent will be squashed by bats, rather than just slowed...



RAINBOW ROAD (2000M)

What a let-down! On the Super NES, Rainbow Road was a fiend of a track, but here it's tediously long, fenced-in and almost totally lacking in surprises. The only real danger comes from the chain-chomps, but the translucent track means you can see them from some distance away. However, the plentiful U-turns and loops make it a good track for powerslides, if not much else.

The low gravity means that if you should happen to leave the track, it can take ages for Lakitu to retrieve you, but it does give you the chance to use a massive shortcut. Use a mini-turbo as you cross the finish line, then as you start to leave the track on the big drop, steer left and jump. Time it right, and you'll drift down to another section of track below, chopping out a huge chunk of the course. Unlike some other shortcuts, this is quite easy to do every lap.

That aside, the course is mostly about powerslides, avoiding the barriers and chomps, and not nodding off!

COMBAT TIPS

Far and away the two most popular power-ups on Rainbow Road are mushrooms – so you can keep powering ahead of the pack – and stars, so you can sail through chain-chomps and explode competitors. Aside from these, red shells have a powerful range, whilst green shells fly along as missiles for the race duration, with no escape point unless you fire them into the sky on the first massive drop.

Triple green shells are invaluable to store for the last lap, as the CPU controlled karts effortlessly accelerate past you. Activating a triple green should ensure no one will overtake you and is therefore essential.



difficult short cut option. Where the fence on the left ends, steer hard left and fire the mushroom. The only problem is that when you land you'll be facing the wrong way, meaning you'll need to take precious seconds turning around, and running the risk of colliding with oncoming traffic!

Eventually, you'll end up faced with a giant Yoshi egg floating around by a bridge. The egg is slow-moving, but the bridge is narrow, so you run the risk of being crushed against the barriers.

Across the bridge, there's a steep, narrow road through the hills up and to the left, cutting sharply to the right at the top (don't be deceived by the lap banner on your left!) then looping back to the left and the finish line.

COMBAT TIPS

Bananas and dropped green shells are really the only effective weapons here – the drops and tight curves make shells almost useless. Light karts are at great risk of being constantly rammed over the cliffs, so filling your wake with skins is the only way to even things out.

SUPER MARIO

66

At last! Our **MASSIVE** *Super Mario 64* solution **FINALLY** comes to a **CLOSE** this month, with **DETAILED** walkthroughs of the final **COURSES**, as well as those **TRICKY** secret stars!

COURSE 12

Tall Tall Mountain

ENTRY REQUIREMENT: Second Big Key (see Bowser World Two).

LOCATION: From the Castle Foyer, go up the central staircase and through the door with the Large Keyhole. Go up the staircase and through the door.

Now circle around the room to

be exactly opposite to where you enter. There's a tiny picture of some mushrooms.

DESCRIPTION: Another huge, floating mountain, with waterfalls and a path spiralling around to the top. There are giant mushrooms growing all around, as well as some useful climbing vines.

SCALE THE MOUNTAIN STAR 1

OBJECTIVE: Make your way to the Mountain Summit.

GUIDE: From the start, go backwards to collect the extra life. Then go forward along the path to find the first of two large gaps. You need the long jump for them both; if you miss on the first one you'll drop down and collect some Yellow Coins. Miss on the second one and you'll lose a life! You'll now be alongside some giant mushrooms – the Yellow Exclamation Box contains an extra life. Carry on up the track.

After crossing on a narrow plank,



THE COPTER GUY CAN CAUSE A LOT OF TROUBLE ON THESE NARROW LEDGES.

MYSTERY OF THE MONKEY CAGE

STAR 2

OBJECTIVE: Collect a Star from the mountaintop Monkey Cage.

GUIDE: You must select Star 2 for this objective to become possible. If it is selected, when you return to the Mountain summit (using the same route as for Star 1), you'll find the Monkey capering about. Catch him, and he'll offer to open the cage. Let him go and follow him around to the rock bridge beside the waterfall.

The Monkey Cage is floating beside the waterfall. The Monkey will wait until you talk to him before opening the cage to free the Star. Simply jump into the Waterfall and Mario will fall down to the water pool where the Star comes to rest.



THE MONKEY WILL OPEN THIS CAGE FOR YOU. IF HE DOESN'T, SPANK HIM!



DUBIOUS-LOOKING MONKEY-HOLDING ACTION AHOY!



VIDEO KILLED THE RADIO STAR, BUT MARIO COULDN'T CARE LESS.

you'll come to a large gap. A good normal jump will get you across it, but don't worry if you fall – you should slide to down a small ledge with a pink Bob-omb Buddy. Chat to him to open a Cannon for Star 6. To get off this ledge, Mario can crouch down then slowly crawl up the rock face to the next platform. Mario will now be beside a water pool with the Chimp and a Pink Copter Guy. The pool can restore any lost energy, but be careful not to get caught in the current.

There's a Log Bridge, but Mario can't hang about near the start as the Pink Copter will flame him. The trick is

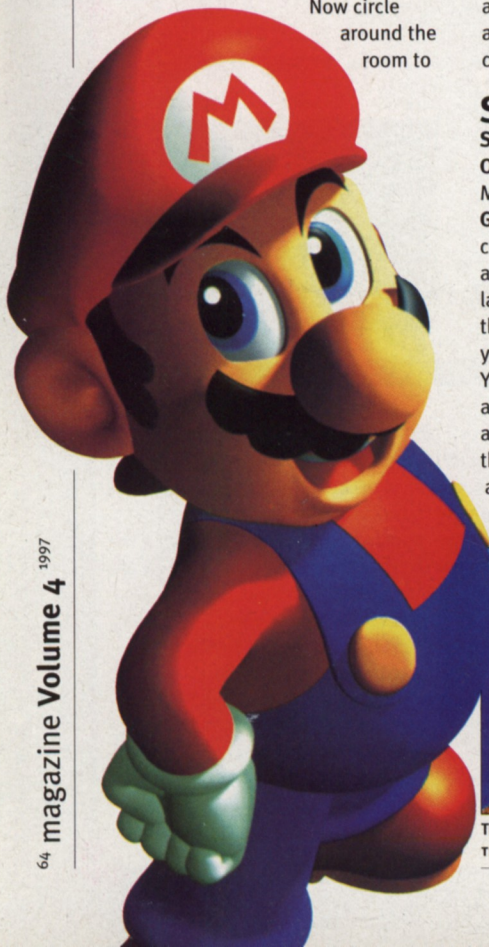
to jump on and run diagonally away from where you want to go. This will roll the log toward the ledge, making for an easy jump off.

If you have problems with this, climb up the ledges by the green vine and rock throwing Moles. Go up and round to bypass the log entirely.

If you've used the Log Bridge, you'll come to Cannonball Alley. It looks similar to those in Course One, only the Cannonballs are moving a lot faster! Luckily, they don't home in and their pattern is constant.

Now you'll come to a long ledge with three Goombahs – kill them to give Mario a clear run. Walk to the end to examine the jump (and collect an extra life just beside the waterfall). If you run straight along the path, veering slightly toward the waterfall, a long jump will carry Mario onto the next ledge, without the sharp turn which looks necessary.

There's a cloud just beside the path – crouch if you see it blowing as it will carry Mario's hat off! Keep going up until you reach the Summit where Star 1 is out in the open.



RIO64

SCARY 'SHROOMS

STAR 3

OBJECTIVE: Find and collect all eight Red Coins.

GUIDE: The first four Coins are on the giant mushrooms at the start. Jump forward for Red Coin 1 on a nice, big 'shroom. Jump forward again to a medium-sized 'shroom with Red Coin 2.

Sadly, Red Coin 3 is on a tiny 'shroom. You can jump there directly, but be ready for a sharp turnaround to avoid falling off. Alternatively, do a small jump to the tiny mushroom on the right then forward to the mushroom with the Coin. Red Coin 4 is on a nice big mushroom.

Now go forward to where the moles are and jump up the ledges using backflips. Red Coins 5 and 6 are on the second level of ledges, Red Coin 7 is on a ledge level with the climbing vines, while Red Coin 8 is conveniently on a ledge which overlooks the giant 'shroom where Star 3 finally appears. A normal jump carries you over, at the cost of 50% energy. Alternatively, you can long jump from the path just beyond the Mad Moles. A gust of wind will help.



OOH, OOH, LOOK AT ME. I'VE GOT 120 STARS AND YOU HAVEN'T.

MYSTERIOUS MOUNTAINSIDE

STAR 4

OBJECTIVE: Find the Mysterious Mountainside Wall entrance.

GUIDE: Climb the Mountain using the same route as for Stars 1 and 2, but pause after the long jump past the Waterfall. Remember where you saw the cloud? The secret, ripply wall is just beyond him. Jump through the Mysterious Mountainside for another slide race. The slide is relatively easy, except for one sharp turn onto a wooden side turn. Approach at a normal speed – too slow and you'll lack the momentum to bounce onto the wood – and turn sharply. If you fall off, jump straight back into the Course and you'll appear at the slide's start.

At the end of the slide, there's an opening leading to a ledge with Star 4. It's also worth noting that this ledge is immediately above the extra life behind the Course's start.



THIS SLIDE IS PRETTY EASY, APART FROM ONE EVIL TURN WHICH CAN CATCH YOU UNAWARES.

BREATHTAKING BRIDGE

STAR 5

OBJECTIVE: Collect the Star near the Waterfall's source.

GUIDE: Go up the Mountain using the same route as before, but stop on the rock bridge beside the Waterfall.

The Star will be clearly visible in a little niche. There are two ways to get it. The simplest is to run and jump at a 45° angle. You should land in the niche without too much trouble.

Alternatively, activate the Purple Exclamation Switch just before the bridge. This will cause a crate to appear just under the niche. A small jump from alongside the Waterfall will drop you onto the crate and you can then walk in for Star 5



WELL, HAS YOUR BREATH BEEN TAKEN AWAY YET?

BLAST TO THE LONELY MUSHROOM

STAR 6

OBJECTIVE: Activate the Secret Cannon then blast across to the huge Lonely Mushroom.

GUIDE: This Star is the first you see. It's on the distant mushroom just visible at the start. If you haven't already activated the Secret Cannon, go up the Mountain and drop down the gap just before where the waterfall pool and monkey are. Chat to the pink Bob-omb Buddy then either crawl up the rock face or drop down to the start. Now you have to get to the Huge Mushroom where Star 3 appears. One way to get to it is using the Mad Mole ledges as described for Star 3.

Alternatively, you can backtrack to the pathway patrolled by the Fizzing Bombs. Get rid of them, then either do a long jump on to the mushroom direct, or do a normal jump and rely on wind gusts to carry you up.

From this mushroom look down to the left while facing the Mountain, and you'll see a



platform. Do a long jump to arrive with relative ease on the ledge. Now follow it around to the Secret Cannon.



IT MIGHT BE THE MOST ACCURATE GUIDE TO GETTING TO STAR 6, BUT IT'S NOT THE MOST EXCITING SHOT EVER!



IF MARIO DOESN'T HIT THE STAR DEAD ON, HE CAN KISS GOODBYE TO HIS CHANCES OF STAYING ON THE 'SHROOM.

Aim for the Star, line up the vertical axis with it and the horizontal axis a few millimetres above the first cloud. It's tricky because there's no room to slowdown – you have to hit the Star directly or you'll sail off into oblivion!

COLLECT 100 COINS

STAR 7

OBJECTIVE: Find and collect 100 Yellow Coins (or equivalent).

GUIDE: The biggest single stash of coins is on the Mysterious Mountain Slide so it's best to start there, especially since the tricky turn is so easy to mis-time. There's a maximum

of 60 Coins to be had here (3 Blue Coins and 45 Yellow Coins) so grab as many as possible before exiting the Slide. Now jump down from there to land on the ledge near the start and carry on up the Course to collect the remaining coins as required.

MAXIMUM COIN SCORE: 133 Yellow

Coins (or equivalent)
33 Yellow Coins on the ground.
5 Yellow Coins hidden inside Crate.
19 Yellow Coins won by defeating enemies.
60 Coins on Mysterious Mountain Slide.
8 Red Coins (16 Yellow Coins) located as above (Star 4).



COURSE 13

Tiny-Huge Island

ENTRY REQUIREMENT: Second Big Key (see Bowser World Two).

LOCATION: From the Castle Foyer, go up the central staircase and through the door with the Large Keyhole. Climb the staircase and then turn left. Go through the door with the single yellow star. Mario will enter a corridor with a painting at one end. While this can't be entered, identical pictures in niches on the left and right can. If you enter using the left picture, Mario will appear to be huge. Use the right picture and Mario will be tiny.

DESCRIPTION: Tiny-Huge Island is dominated by a large, central mountain. While Mario's size initially depends on which picture he entered, there are three green pipes which enable you to flip between the two states at will.

PLUCK THE PIRANHA FLOWER

STAR 1

OBJECTIVE: Defeat five Piranha Plants with Tiny Mario.

GUIDE: Enter the Course using the left picture so Mario is huge. Now proceed forward to the Green Pipe ahead (stop off on the middle platform to collect an extra life from its Yellow Exclamation Box) and use the Green Pipe to transform into Tiny Mario. The single tiny Piranha Plant which spat fire has now been replaced by five giant versions. Initially they are invisible, only springing to life when Mario gets near. These too spit fire and if a panicking Mario falls off the platform, there's no easy way back – you'll have to swim back to the start platform then make your way around the Course from the other direction.

Move cautiously toward the platform's corners and try not to trigger more than one Piranha at a time. When a Piranha does appear, immediately run forward so you're under its head when it spits flame – which should then miss you. Before it spits, you should try to punch its stem to kill it.

If you get in trouble, jump back in the Green Pipe and jump into the water to restore Mario's energy. When you've defeated all the plants, the Star will appear behind the Green Pipe.



HEY, BITE ME!

REMATCH WITH KOOPA THE QUICK

STAR 3

OBJECTIVE: Race Koopa the Quick as Tiny Mario.

GUIDE: You need to select this Star when you enter the Course – if you don't, Koopa won't be there. Enter the Course as Huge Mario, using the left painting, and follow the same Purple Exclamation Switch route as Star 2 to get onto the mountain, then transform

into Tiny Mario. Instead of going to the Mountain Summit, go down from the Green Pipe and round past where the Cannonballs come from. Carry on downwards and go left to find Koopa.

Koopa the Quick will boast that he's been in training since the last race and challenge you to another. Agree to this and the race will begin.

Koopa isn't fibbing about his training and now provides a far tougher challenge. Long jumps help when moving up and down the hill, but watch out for the Cannonballs and be prepared for the wind slowing Mario down – it doesn't affect the aerodynamic Koopa! If you lose, return to the Green Pipe to make Mario Huge, then Tiny – this will reset the Island so Koopa re-appears at the race's start. When you win, Koopa will grumpily hand over Star 3.



KOOPA'S GOT HIS REEBOKS ON...

TIP TOP OF HUGE ISLAND



MARIO GETS BIG, MARIO GETS SMALL. HEY, DON'T WORRY, WE CAN TRY AGAIN LATER!

STAR 2

OBJECTIVE: Collect the Star from the Mountain summit while Tiny.

GUIDE: One way to collect this Star is to enter as Tiny Mario (using the right painting) and go through the mousehole near the start. Then work your way around the Course, going across the beach area and then using wooden planks, long jumps and friendly gusts of wind before starting to climb the Mountain itself.

A far easier method is to enter as Huge Mario (using the left painting), and go forward to the Green Pipe. Don't enter it, but instead drop off this platform. Mario will land on a lower platform with a Purple Exclamation Switch – this activates a crate bridge extending to the floating island. Walk along the crates until Mario is parallel with the green mountain ledge and stop just before it merges with the wooden section. Now do a backflip onto the ledge. Go up this ledge, dodging the cannonballs, and you'll find another Green Pipe. Jump into this to transform into Tiny Mario.

Carry on to the top of the mountain. The small steps have become huge, but backflips and careful positioning will get Mario over them. Go along the broad wooden plank and up for the Yellow Exclamation Box containing Star 2.

FIVE ITTY BITTY SECRETS

STAR 4

OBJECTIVE: Find five secret spots as Huge Mario.

GUIDE: The idea here is to find five 'itty bitty' spots – which only Tiny Mario can enter – but with Mario in Huge form. Whenever you go through one of these spots, a number will appear. You can go through these spots in any order, but this is our recommended route.

Enter through the left painting as Huge Mario and go forward to the Green Pipe. Drop off this platform to the right and use the Purple Exclamation Switch to activate a crate bridge. Walk along the crates until Mario is parallel with the green mountain ledge, just before it merges with the wooden section, and do a backflip onto the ledge. Go up this ledge, dodging the cannonballs, and



ONLY HUGE MARIO CAN FIND THE ITTY BITTY SECRETS, IRONICALLY.

run past where the cannonballs emerge – Itty Bitty Secret One.

Now go up and round to the Mountain Summit, taking care on the plank which is very narrow for Huge Mario. If Mario walks over the centre of Summit, Itty Bitty Secret 2 will come up. Now drop down onto the beach and backflip past the tiny mousehole at the end of wooden plank going into the Mountain. Mario

WIGGLER'S RED COINS

STAR 5

OBJECTIVE: Find and collect every Red Coin.

GUIDE: Unusually, the Coins aren't scattered about in lots of different inaccessible places, they're clustered altogether in one inaccessible place – a cave under Wiggler's penthouse!

The most stylish route is to go in as Tiny Mario (using the right portrait), go through the mousehole and bottom bounce Koopa for his shell. You can then use this to 'surf' up the right rock face to the green ledge beside the wooden plank. Use 'Z' to dismount from the shell when you arrive. Remember, you can pick up speed with the shell by dipping down and then sharply turning up. Nevertheless, this is a bit tricky.

Alternatively, ignore Koopa and instead swim over to the Cannon (activated by talking to the pink Bob-omb Buddy when Mario is huge). Now aim above the green tree on the ledge. Mario should catch hold of the tree. Walk along the plank, very slowly, to enter the Red Coin Cave.

Red Coin 1 is immediately ahead. Use a normal jump to get to the next ledge (Red Coin 2), then the next (Red Coin 3) and one after that (Red Coin 4). Now jump forward to land where you can see the Star will appear. It's set in a little niche. Wallkick up within this niche to collect Red Coin 5, and also to reach an extra life. On the platform with the extra life, walk to its furthest tip, away from the wall. If you look up, you'll see Wiggler moving about on the wire mesh floor of his



ALL THE RED COINS ARE CLUSTERED TOGETHER IN WIGGLER'S LAIR.

home. This bulges down in the middle and from this point you can Double Jump and hang onto the mesh.

Move over to the ledge with the Blue Coin Box and carefully drop down. Collect Red Coin 6 from this ledge, watching out for the flame. You can either jump down to the next ledge for Red Coin 7, or double jump to hang from the wire mesh, move along on it and then drop down. A normal jump takes you to the next ledge and Red Coin 8. Another normal jump gets you back to the ledge with Star 5.



DO A DOUBLE JUMP AT THE LOWEST POINT OF THE WIRE NET TO GRAB ONTO IT AND CLAMBER ABOUT.

MAKE WIGGLER SQUIRM

STAR 6

OBJECTIVE: Defeat Wiggler.

GUIDE: Your first objective is to make an entry point so you can meet Wiggler. To do this, you have to get to the Mountain Summit. Enter as Huge Mario, using the left painting, and use the same route as for Star 4 to reach the Mountain Summit.

Once on the Summit, bottom bounce the small pond. This will create a hole, through which the water drains. Now go back down and use the Green Pipe to transform into Tiny Mario. Return to the Mountain Summit and drop through the hole into Wiggler's lair for a dramatic confrontation.

When you chat to Wiggler he'll make some reasonable sounding complaints, but you still have to defeat him. Although he moves quite quickly, he's actually quite easy to beat. Jump to avoid his attacks – landing on any

COLLECT 100 COINS

STAR 7

OBJECTIVE: Collect 100 Yellow Coins (or equivalent).

GUIDE: Although the Maximum Coin total appears high, it's misleading because adding up Tiny and Huge scores counts some Coins twice. Also, navigating around the entire island is more difficult than it first seems – an ill-timed fire attack from the Pink Copter or an unexpected gust on Wind Swept Valley all too often result in losing a life. For this reason it's worth remembering the run-around-the-post trick – use the Cannon to get Mario onto the beach island and run around its posts as well as the more easily accessible ones. When you've got 79 or more coins, head for Wiggler's Red Coins with 8 Red Coins and 5 Yellow Coins on the plank providing the perfect way to polish the Course off.

MAXIMUM COIN SCORE: 178 Yellow Coins (or equivalent)

HUGE MARIO CAN FIND:

- 12 Yellow Coins in plain sight
- 13 Yellow Coins won by defeating enemies.
- 1 Yellow Coin in Cannonball opening.
- 1 Blue Coin (5 Yellow Coins) from Koopa

TINY MARIO CAN FIND:

- 22 Yellow Coins in plain sight
- 8 Red Coins (16 Yellow Coins) located as above (Star 5).
- 2 Blue Coins (10 Yellow Coins) from Blue Coin Box.
- 81 Coins won by defeating enemies (26 Yellow Coin, 11 Blue Coins)
- 1 Blue Coin (5 Yellow Coins) from defeating Koopa.
- 10 Yellow Coins from running around wooden posts.



DON'T MISS THE COIN IN THE HOLE!



MORE COINS THAN THE ROYAL MINT.



RUN ROUND THE POST FOR BONUS COINS.



TICKLE IT, YOU WIGGLERS!

part of his body will count as a hit. Three of these teach him the error of

his ways, and he'll quite happily hand over Star 6.

COURSE 14

Tick-Tock Clock

ENTRY REQUIREMENT: Second Big Key (see Bowser World Two) and 50 Stars.
LOCATION: From the Castle Foyer, go up the central staircase and through the door with the Large Keyhole. Go up the staircase and then turn sharp right. There's a second staircase there. Climb that and through the red door with the Big Yellow Star. Mario will enter a room with a giant clock. Do a double jump or backflip to get onto the clock, but don't enter yet...

DESCRIPTION: The inside of the grandfather clock is a daunting collection of cogs, gears and pendulums. Fortunately, if you enter at twelve o'clock, or three hour intervals thereafter (don't worry, it's not real-time!) then the gears pause. If you enter at any other time, the clock will be in motion but its speed can vary. Jump in at quarter past the hour and movement will be at its slowest. At half past movement will be chaotic; cubes which previously rotated in lockstep will now move individually and unpredictably. At quarter to, movement is at its fastest.

ROLL INTO THE CAGE

STAR 1

OBJECTIVE: Collect the Star inside the first cage.

GUIDE: This objective can be accomplished with the clock moving or frozen (see Course description) – the latter is easiest.

You begin the Course on wire mesh floor. On the right are some steps leading to a conveyor belt moving backwards. It leads to a cube which periodically rotates – you'll see it dip slightly before moving, so always watch out for this tell-tale sign.

Jump onto the cube (note two Yellow Coins above) and then across onto the ledge, while watching out for the swinging pendulum. There's a Yellow Exclamation Box at the start of this ledge with some Yellow Coins inside. Follow the ledge around to

three cubes. Use the backflip to jump up them – it's faster than jumping and then clambering up. You can get across all three if you're quick, but it's quite easy to watch for the tell-tale warning dip and then jump as a cube rotates in time for Mario to land.

Follow this next ledge, watching out for a Stop which periodically pushes out from the wall. Run across the mesh floor where the first big hand rotates – watch out for the flame. Jump onto the ledge above the conveyor belt and Mario will come to some rotating cogs; note which way they're moving and jump up along them to another ledge. Follow this to some more rotating cogs just before a conveyor belt entrance to the star cage.

You can jump from the cogs to the conveyor belt for Star 1.



MARIO STANDS AROUND LOOKING PENSIVE IN THIS ALL-ACTION GRAB.

THE PIT AND THE PENDULUMS

STAR 2

OBJECTIVE: Collect the Star near the twin pendulums.

GUIDE: This objective can be accomplished with the clock moving or frozen the latter is probably easiest.

Follow the same route as for Star 1, but instead of jumping into the cage, jump on top of it using a Back Flip. Follow the ledge down and around. Jump onto the moving yellow platform, then jump to the ledge with an orbiting Electrobomb. Climb up the pole – there's an extra life at the top of it. On the right there are an Energy Heart and another moving yellow platform.

On the left there are two coin-filled Yellow Exclamation Boxes and a Clockwork Mouse. The twin pendulums and Star 2 are to the left of this area. If the clock is moving, the rotation of a triangular yellow platform will make jumping to it and the platform beyond relatively easy, although a good camera angle is vital to correctly judging the leaps. If the clock is frozen, the leaps are a little bigger.

Once on the platform, some narrow walkways need to be negotiated to finally reach Star 2.



WHERE'S VINCENT PRICE WHEN YOU NEED HIM?

GET A HAND

STAR 3

OBJECTIVE: Use the first hand to reach Star in wall niche.

GUIDE: The easiest way to reach this Star is to freeze the clock and use the same route as for Star 1, but instead of jumping forward to the conveyor belt, jump downward, push forward with the control stick and you should land in the niche beside the Star.

Alternatively, have the clock moving and follow the Star 1 route until you reach the first large hand. Wait for it to rotate around and then jump on its tip. Jump to avoid the flame if necessary. Wait on the tip until it's opposite the niche, then leap forward to collect Star 3.



STARS EVERYWHERE, BUT NONE OF THE TIGHT SODS ARE PREPARED TO GIVE MARIO AN AUTOGRAPH.



NINTENDO'S REMAKE OF THE REMAKE OF THE 39 STEPS WASN'T NEARLY AS EXCITING WHEN THE CLOCK WAS LYING FLAT.

STOMP ON THE THWOMP

STAR 4

OBJECTIVE: There's actually no need to stomp the Thwomp, merely leap on to reach the clock's highest Star.

GUIDE: This is a tough objective regardless of whether the clock is moving or frozen. The moving clock requires lots of patience and careful jumping, but is probably the best and intended way to collect the Star. Freezing the clock will nullify many hazards, but you'll need a precise wallkick to get up to the high ground and once under the Star some very fancy jumping is required.

Either way, follow the same route as for Star 2, but instead of going left toward the twin pendulums go right to where the Energy Heart is. If the clock's moving, Mario can ride a yellow platform up to where a rotating, triangular platform can be leapt to, and from there to a cog and ledge.

(If the clock is frozen, then you need to jump on top of the yellow platform. Then run along it at an angle, then leap toward the wall and wallkick off it onto the ledge above. This looks tricky, but with a bit of practice can be easily mastered. If you miss, there's a strong chance you'll land on a platform below.)

Jump up to the next ledge, then use the cubes to make your way higher. Now jump forward to the ledge – Mario will grab on with his fingertips – and go past the Moving Bars. You can run past them all, or pause halfway to be safe, standing between two Bars to avoid being pushed off. If you want, you can backflip into the cage above to get some Yellow Coins from a Yellow Exclamation Box.

Now you'll be confronted by three sets of conveyor belts, the first going right, the second left, the third right.

Jump on then walk to the mesh mini-wall to guard as you jump onto the next. On the right are three rotating platforms, a risky route to a Yellow Exclamation Box with an extra life. The Yellow Exclamation Box just in front has three Yellow Coins. Follow the ledge around and jump up onto two slowly rotating platforms. Wait for the right moment, then jump quickly.

On the right of the ledge you'll now see a large niche with a conveyor belt and a platform for the blue Thwomp. If the clock is frozen, you need to jump across to it from here. A good, normal jump will do. The Yellow Exclamation Box contains 10 Yellow Coins. It's possible to do a running triple jump with the last leap enabling Mario to wallkick off the wall and onto the platform – but it's very difficult.

If the clock is moving, carry on up the ledge and jump up two rotating triangular platforms. Now watch out



MARIO DOES HIS 'CHURCHILL'.

for flame. There are two Yellow Exclamation Boxes here, the first contains about ten Yellow Coins, the second an extra life. Wait here for the large clock hand to come around. This will take Mario to just opposite the conveyor belt, at the end of which is the Blue Thwomp. You have to time a backflip jump to when the Thwomp has landed and then jump off for the Star. If you fall off, jump back onto the ledge and use the clock hand again.

TIMED JUMPS ONTO BARS

STAR 5

OBJECTIVE: Collect Star from inside cage beside moving bars.

GUIDE: Use the same route as for Star 4, but after the bit where the tricky wallkick is needed when the clock's stopped, don't use the cubes to get higher. Instead, go right to where Star 5 is caged in a large mesh structure. On the right are Moving Bars which periodically retract into the wall. A mesh floor means there's no risk of losing a life if you fall and with a little persistence it's quite easy. Note that it's possible to stand on a Moving Bar even when it's retracted into the wall, Mario will be pushed off only when the Bar springs outward. You can avoid this by leaping.

Backflip on top of the right bar furthest from the Star, then jump normally to one just by the cage and finally leap forward for Star 5.



CAREFUL TIMING IS VITAL IF MARIO IS TO SCALE THE METAL BARS THAT POP FROM THE WALL.

STOP TIME FOR RED COINS



WHAT'S IN THE BOX? A DETECT OF COINS, THAT'S WHAT!

STAR 6

OBJECTIVE: Find and collect all 8 Red Coins.

GUIDE: Although it's possible to get the Coins without stopping the clock, it's exceptionally difficult. As usual, Coins can be collected in any order but this our recommended route:

Go left, watching out for two Fizzing Bombs patrolling a mesh platform. Drop down to the next platform. A Yellow Exclamation Box contains 10 Yellow Coins, and there's also a rotating Energy Heart if you lose energy from a fall. Backflip onto the first platform, then up to the next and Red Coin 1. The most important thing to realise is that the platforms are on angled walls so you can't jump from the middle of a platform to the next. Stand with Mario on the nearest tip, his back angled toward the next platform. Red Coin 2 is on this platform as well. Backflip to next platform, then one after for Red Coins 3 and 4. Another backflip, then a normal jump to the nearby platform with Red Coins 5 and 6. Backflip up to the next platform for Red Coins 7 and 8.

Now drop down and go to the end of the two platforms where a small forward jump will collect Star 6.

COLLECT 100 COINS

STAR 7

OBJECTIVE: Find and collect 100 Coins (or equivalent).

GUIDE: As long as you can make the wallkick trick outlined in Star 4, it's far better to have the clock stopped than moving. It makes collecting the eight Red Coins far easier and reduces the risk of accidental falls. Aside from the eight Red Coins, the most important single objective is the Blue Coin Box by the twin pendulums.

MAXIMUM COIN SCORE: 128

Yellow Coins (or equivalent)

7 Yellow Coins in plain sight.

68 Yellow Coins from Yellow Exclamation Boxes.

2 Yellow Coins by defeating Fizzing Bombs.

7 Blue Coin (35 Yellow Coins) from Blue Coin Box.

8 Red Coins (16 Yellow Coins) located as above (Star 6).



MISS WHIPLASH'S WHIPPING POLE WAS EXTRA-PAINFUL FOR ANYONE LESS THAN FIVE FEET TALL.

COURSE 15

Rainbow Ride

ENTRY REQUIREMENT: Second Big Key (see Bowser World Two) and 50 Stars.
LOCATION: From the Castle Foyer, go up the central staircase and through the door with the Large Keyhole. Continue up staircase and turn right up the second staircase. Go through the red door with the Big Yellow Star. Mario will enter a room with a giant clock. Turn right again and either backflip or double jump to land on top of a brown block. From here, take an angled

running jump into the square hole in the wall. Once inside this niche, drop down into the brick-edged hole in its centre.
DESCRIPTION: This extravagantly tough level is set amongst the clouds, with various floating structures linked by Magic Carpets that ride along rippling rainbows. There's no end-boss as such: the principal obstacles are a fiendish design and a very long drop if you make a mistake.

CRUISER CROSSING THE RAINBOW

STAR 1

OBJECTIVE: Collect the Star from the Floating Ship.

GUIDE: From the start, ride the Magic Carpet to the four rotating stone circles and go right. Ride a second Magic Carpet, taking care to jump over various obstacles along the way. Making this tricky is the fact that Carpets disappear if Mario climbs off for six seconds!

The Carpet will take you to two more Magic Carpets. Walk onto the right one, which will begin a slow, circling ascent. The first hazard is a rotating stone circle with two wooden platforms. Its bottom shoots out blue flame, but fortunately this doesn't seem strong enough to reach Mario.

The key is to jump on, or clamber over, the wooden platforms and keep with the Carpet until it gets past this section. There's an extra life at the centre of the stone circle, but it's not worth bothering with.

After this the Magic Carpet comes to four blue blocks which, again, have to be jumped on or clambered over. Jump over the first, onto the second and then directly to the third, tall one. Now drop down onto the Carpet and jump over the fourth. It's a tough jump and backflipping over it might be best. Mario will now land on the first of three wooden platforms, which immediately begin to fall. Quickly move to the last and then backflip onto the wooden platform fixed to the Ship's floating dock. Now walk over to the Ship. There are extra lives on the Ship's prow and at the top of the mast if Mario does a handstand there.

The Star is at the Ship's prow. Mario has to jump onto the forward section, but as long as he walks into the wind (rather than jumping) he'll have no trouble.



MARIO OVERCOMES A PROBLEM WITH WIND TO SNAG THE STAR.

THE BIG HOUSE IN THE SKY

STAR 2

OBJECTIVE: Collect the Star from on top of the Big House floating in the sky.

GUIDE: As with Star 1, ride the Magic Carpet from the start to the four rotating stone islands. Go right and ride the Magic Carpet. This time, however, when it stops take the right Magic Carpet. This will immediately go under three wooden platforms; duck under them, and then wait for a big vertical glass slab. Stand in the middle of the carpet and wait under the slab has pushed Mario right to the end. Jump then and you'll be sure Mario will grab the slab's top. Quickly jump from here back onto the Carpet. Do this twice and the Carpet will take Mario through the Big House for the first time.

The key hazard in the Big House is its fireplace which periodically shoots out flames. On the first pass, it shoots out at about the same time the Carpet changes direction and jumping it isn't too difficult. (If Mario is burnt, it's almost impossible to get back on the Carpet and the only way forward is to go back to the start, either using the warp or jumping off the outside platform to the Stone Maze.)

After dodging the flame for the first time, the Carpet will go out of the House and circle around through two more glass slabs. The key here is to note the Carpet's angled path and not simply run straight across the slabs' tops.

As the Carpet descends into the House's centre, prepare to jump the flame again. Alternatively, jump off the Carpet, jump over the flame's projected path to where the rainbow path goes vertical and get back on the Carpet there. You've six seconds to do this before the Carpet disappears. After the Carpet takes Mario to the roof, quickly jump off as the Carpet will drop as soon as it arrives. The Star is easily visible, while the Yellow Exclamation Box contains an extra life.



JUMP OFF FOR MORE THAN SIX SECONDS AND YOU LOSE YOUR RIDE!

COINS AMASSED IN A MAZE

STAR 3

OBJECTIVE: Collect 8 Red Coins from the Stone Maze.

GUIDE: From the start, ride the Magic Carpet round to the four rotating stone islands. Go straight ahead, jumping either to the left or right island and the last final one. Ahead are two grey stone platforms, and one Yellow Moving Platform. Go

SWINGIN' IN THE BREEZE

STAR 4

OBJECTIVE: Collect Star from Stone Island.

GUIDE: Descend the pole, watch out for Pink Copter, drop down onto the See-Saw platform and use it to jump onto the grey block. Jump down onto the Blue See-Saw Platform and from there onto three wooden platforms and then another See-Saw platform and three more wooden platforms. (If Mario falls, there's a reasonable chance of landing on the stone platform below where a Yellow Exclamation Box contains an extra life.)

There are some coins on the last platform, but ignore these. The platforms will soon drop, so backflip from the first one onto the first of the three wooden platforms behind and above you. Move slowly across these to correctly time a leap onto the stone

TRICKY TRIANGLES

STAR 5

OBJECTIVE: Collect the Star just past the tricky Yellow Pyramid Platforms.

GUIDE: Follow the Guide for Star Four until the stone platform at the bottom of the steep wooden slope. From this stone platform, jump onto three wooden platforms, run over the slope and down onto more wooden platforms, watching out for the flamejet. Next there's a stone platform with a Purple Exclamation Switch. Stand on it and watch as the Pyramids flatten out for about 15 seconds. The problem is that once the Pyramids unflatten, if Mario's not standing in the middle there's a good chance he'll slide left or right, and off the Course altogether. So if an attempt is going badly, quickly drop down onto the

along these to enter the Stone Maze.

Once inside, go forward toward the end of the ledge, then backflip up to the ledge behind you. Now jump forward and walk ahead for Red Coin 1. Watch out for flame. Now go back to the start of this ledge. Jump up two ledges, right and then left, then go forward and drop down for Red Coin 2. Now return to where Mario dropped down, but instead go back onto the second step and backflip onto a ledge for Red Coin 3. Jump forward for Red

Coin 4. Ideally, you should use a small jump to get this and immediately jump again – getting a longer double jump – to reach the next ledge for Red Coin 5. Now jump back two ledges so Mario is against a wall. Backflip up onto its narrow top. Line up Mario for a long leap to Red Coin 6 floating in space. After collecting this, Mario should end up holding onto the edge of the wall. Climb up this and drop down on the other side for Red Coin 7. Now drop down, carefully timing it so the Moving

Yellow Platform is underneath, and go along this back into the Maze. Do a long Running Jump to reach Red Coin 8 on a platform just above where the Star appears.

Obviously, you don't have to follow this route as the Red Coins can be collected in any order. If you get lost, simply pause for a useful zoomed-out view. If Mario falls, you'll need to backflip onto the Moving Yellow Platform to get back into the Stone Maze.



MARIO WAS HOPELESSLY LOST IN THE SOUTH BANK AS HE SEARCHED FOR THE MUSEUM OF THE MOVING IMAGE.



JUMP, JUMP FOR YOUR LIFE!

block while avoiding the flame jet. Pause on the stone block and judge your leap onto the next three wooden platforms in time for the arrival of a moving yellow platform. Jump onto the next stone platform.

On the left is a steep wooden slope. Jump up to the first tiny ledge, then carefully jump using a small, angled leap to the next and then the third. Now use the swinging platform to get to the stone island, watching out for the flamejet, and collect Star 4.

SOMEWHERE OVER THE RAINBOW

STAR 6

OBJECTIVE: Use the Floating Ship's Cannon to reach a Secret Island.

GUIDE: The first objective is to activate the Cannon. To do this you must chat with the pink Bob-omb Buddy who lives on the top floor of the Red Coin Stone Maze (see Star 3). To reach him go to the base of the Stone Maze – beyond where Star 3 appears is a Blue Coin Box. Just beyond this is a vertical passageway. Mario must run toward the near wall, wallkick up and backward to the end wall, and then continue upwards until Mario lands on the top floor. (Incidentally, this is where most of the Blue Coins appear.) After activating the Cannon, Mario should walk to the end of the floor where a light blue platform will carry him downward. From here, use the Guide for Star 1 to reach the Floating Ship.

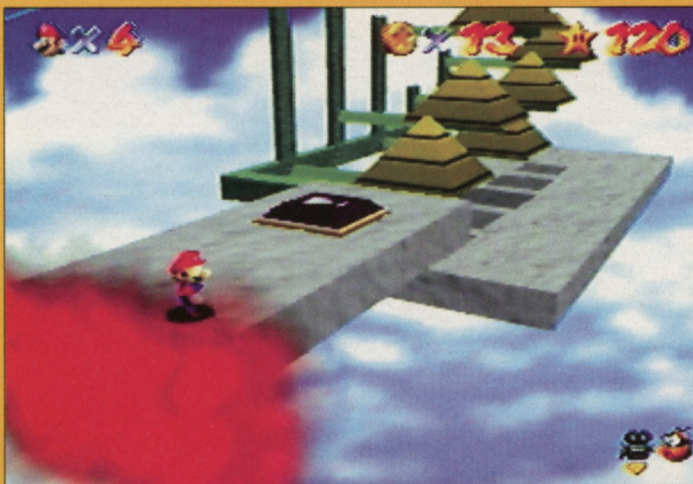
The Cannon is at the stern of the Ship. Watch out for two Bombs and a Bad Lakitu, but there's a circle of Yellow Coins if you do take damage. Carefully jump onto the rear section and slowly move toward the Cannon. Once inside, line up the horizontal crosshairs on the island's blue pole, then set the vertical crosshairs through the middle of the rainbow circle. Mario should now quite easily catch the pole. There's a Purple Bully on the island, so move quickly to avoid him and collect Star 6 from inside the Yellow Exclamation Box.



LIVING CONDITIONS FOR THE PASSENGERS ABOARD THE QE2 HAD GONE DOWNHILL SINCE ITS REFIT IN ALBANIA.

stone platform below to avoid this happening. One technique is to jump up the first two platforms, then turn

around and backflip onto the one above and then go forward for the final stone platform and Star 5.



HIT THE SWITCH TO FLATTEN THE PYRAMIDS, THEN CLIMB UP BEFORE THEY RETURN TO NORMAL.

COLLECT 100 COINS

STAR 7

OBJECTIVE: Find and collect 100 Coins (or equivalent).

GUIDE: Given the difficulty of the Course, this isn't an easy objective and particular care should be taken not to collect the 100th Coin somewhere which makes the Star's appearance tricky. It's also not wise to combine this objective with Star 3, since arranging a route which ends near the Stone Maze isn't easy. In fact, the Stone Maze is best as the first main objective. As you can see from the Coin Breakdown, the Blue Coins are almost essential. However, once you bottom bounce the Blue Coin Box you'll have around eight seconds to wallkick to the top floor. This leaves little margin for error, particularly as collecting the top Blue Coins is a initially little tricky due to the 3-D. So before attempting any other difficult Coins, begin here. Practice the wallkicking, then when confident get the Coins. If you get them all you're well on your way. Next go for the Red Coins, then the lower course (Stars 4 & 5), then go to the Floating House (using the warp to return to the Stone Maze) before continuing to the Flying Boat if you actually need to.

MAXIMUM COIN SCORE: 136 Yellow Coins (or equivalent)

85 Yellow Coins out in the open and won by defeating enemies.

7 Blue Coins (35 Yellow Coins) in the Stone Maze.

8 Red Coins (16 Yellow Coins) located as above (Star 3).



WHERE'S ZIPPY?

BOWSER IN THE SKY

ENTRY REQUIREMENT: 70 Stars.
LOCATION: Castle's Top Floor. From the Castle Foyer, go up the central staircase and through the door with the Large Keyhole. Go up the staircase and then turn right. There's a second staircase there. Go up that and through the red door with the Big Yellow Star. Mario will enter a room with a giant clock. Turn right again and proceed up the staircase to a Star Door flanked by portraits of Princess Daisy. This opens onto a staircase which is never-ending – until you get those 70 Stars!

DESCRIPTION: Bowser 3 is unsurprisingly the most fiendish Bowser world yet, a construction of five layers floating in space with few second chances if you make a mistake. And at the end of it all, Bowser provides the toughest boss confrontation of the entire game with a host of new tricks, from more varied fire attacks to some devastating manipulations of the battlezone.

OBJECTIVE 1: Defeat Bowser, rescue Princess Daisy and complete the game!

GUIDE: You begin on a yellow arrow. Go forward along the blue platforms, watching out for the sneakily placed gaps. Be careful with the moving blue block which will push you off – jump as it's going away from you, then jump again to cling onto the next ledge.

Run along the blue zigzag platform which will rotate under Mario – jump if the angle's getting too steep and the platform should level back up.

Go up the vertical yellow slope, then follow it around. Jump onto the rotating circle, then onto the next concrete platform, but be prepared for a fire-spitting Tiny Piranha Plant to sprout beside Red Coin Two.

Jump onto the wooden See-Saw platform and then onto the rotating checkerboard platforms, which have an extra life in the middle.

Go forward and press the purple Exclamation Switch. Climb up the resulting steps. You now come to a long vertical climb – watch out for the flamejet! There



JUST ENOUGH TIME FOR A QUICK GAME OF VULCAN CHESS.

are two flamejets to avoid on the way down. You'll now come to a black and white checkerboard platform which will sprout a flame-spitting Tiny Piranha Plant in its centre. Now jump onto the red arrow platform which will take you past a blue platform with a Rotating Energy Heart – restore any lost energy here and don't worry about the arrow platform, it'll come back.

The safest way to navigate this section is to stand near the front of the arrow platform, jump up the wooden sections as they appear, clamber over the top and drop down onto the platform as quickly as possible. There's an extra life on the last but one, which isn't worth bothering with.

Drop down onto the concrete platform and run past the two Bullies. Jump onto the circular stone platform and carefully time your leap from this rotating platform to the next, then jump onto the striped pole. Jump off the pole at the top. Leap onto the

moving yellow platform, then the pole (with Red Coin 7 at its top), then the next platform. Avoid the Fizzing Bombs and flame. Jump onto a rotating checkerboard platform, then up from it onto the next set of rotating platforms. Jump off this onto the final platform. Walk forward and be prepared for a strong gust of wind as you jump up into the main section. There's a Rotating Energy Heart at the centre and, crucially, an extra life behind the pillar on the left nearest the entrance to Bowser's lair. Whenever you die, you can collect this life for infinite retries.

OBJECTIVE 2: Find and collect all eight Red Coins for a Castle Secret Star.

GUIDE: As usual, Coins can be collected in any order but this is our recommended route.

RED COIN 1: Near grey and red Box. Push the box backwards so it's as close as possible to the Coin. Jump onto the box and wait for the blue block to begin moving. Backflip up and backwards to collect the coin and land on the blue block – quickly jump off onto non-moving platform.

RED COIN 2: After Rotating Circle. This Coin is easily accessible in a corner of the stone pathway – but watch for Tiny Piranha Plant which appears by it.

RED COIN 3: Hidden Ledge on Blue Platform. After collecting Red



MARIO'S FRUITLESS HUNT FOR THE GIANT ARROW WAS WEARING HIM OUT.

Coin 2, drop down onto the large blue platform. Red Coin 3 is hidden on a tiny ledge early on the right-hand side of the platform.

RED COIN 4: At the top of steep blue stretch. There's a long, U-shaped near-vertical platform with flamejets along its side. Red Coin 4 is openly accessible at the top.

RED COIN 5: Above Wooden Barrier. An arrow platform moves between an Energy Heart and a spiked platform with wooden barriers forcing Mario to make some jumps. Red Coin 5 is above an angled wooden barrier which floats above the first two, normal barriers. One way to collect it is to jump onto the wooden platform before and below the angled piece, then backflip over the higher barrier, collecting the Coin as you do so. You have to time this carefully so you can drop down onto the arrow platform from the third wooden platform. You need to be in the middle as you do this, but if you fall there's a good chance you'll land on a lower section of the Course.



COIN 2 IS GUARDED BY A HIDDEN PIRANHA PLANT – WATCH OUT!

RED COIN 6: Spiked Platform. Collect Red Coin from beside the spike, while dodging the flame.

RED COIN 7: Above Pole Between Striped Moving Yellow Platforms.

RED COIN 8: Last Platform Hidden Ledge. Just before the entrance to the final Bowser confrontation, there's a staircase. Jump onto the wall beside it, then drop down to the ledge immediately below. Red Coin 8 is directly beneath the staircase.

FINAL BOWSER CONFRONTATION

GUIDE: In some ways, Bowser is initially easier to deal with this time than the second confrontation: he's slower spitting fire and it's easier to grab his tail. Accuracy is very important though, if you throw him at a bomb and miss, his return will be (literally) shattering. As more pieces of the battlefield fall away, the contest becomes much tougher. The best strategy is to manoeuvre Bowser as close as possible to a bomb, either by encouraging him to charge and then executing a backflip, or alternatively hurling him there with one or two short-range throws. Only throw him off the battlefield when you're relatively sure he'll hit a bomb. You have to throw Bowser onto a bomb three times and, with just five in total, this gets progressively more difficult as you get nearer to winning.

After hitting a bomb twice, Bowser's return will involve much

angry stomping – cutting away all the remaining parts of the battlefield until there's just the star. If you grab Bowser's tail on the central section, you'll need to spin him very fast indeed to hit a bomb.

Remember, if you do die there's an extra life by the near left column when you start. Keep collecting this for an infinite number of goes at rescuing the Princess.

REWARD: Game over sequence. (But you can still continue onward to get 120 Stars and meet Yoshi atop the Castle!)



THE LONGER YOU TAKE, THE SMALLER THE ARENA GETS – DON'T HANG ABOUT!



THE CGI IN JURASSIC PARK 3 WASN'T QUITE WHAT SPIELBERG EXPECTED.



BOWSER AUDITIONS FOR THE NEXT SONIC THE HEDGEHOG GAME.

Castle Secret Stars

THE PRINCESS'S SECRET SLIDE

ENTRY REQUIREMENT: 1 Star.

LOCATION: Go up the central staircase, then enter the first door on



the right. Inside, Mario will see three stained glass windows, each portraying the Princess. On the left is a message from the Princess, asking Mario for help and telling him about secret passages. Jump through the right window to access a particularly fun one!

DESCRIPTION: A giant slide with lots of coins and extra lives.

STAR 1 GUIDE:

Simply make it to the bottom of the slide and then jump into the Yellow Exclamation Box there. For most of the slide's length there are raised barriers to stop Mario falling off.

STAR 2 GUIDE: You have to get to the bottom in 20.9 seconds or less. To do this, you need to start with a special jump – run forward, jump then press B to dive forward onto the slide at high speed. Hold the Control Stick forward



almost the entire time, only briefly easing off as you make quick turns on the last few, tight corners.

THE SECRET AQUARIUM

ENTRY REQUIREMENT: 3 Stars.

LOCATION: Enter the first door on the right in main hallway of the castle. This will take you into the room with the entrance to Jolly Roger Bay (Course 3). Instead of jumping into the painting, turn around and you'll see two niches high up on walls either side of the entrance door. The right one is the entrance to the Secret Aquarium. The left one contains a very useful extra life.

DESCRIPTION: The Secret Aquarium is a large cube-shaped room, filled with harmless fish. There's no air, so you must use the Coins to top up Mario's energy. There are no exits other than by drowning or collecting the Star.

GUIDE: To earn this Star you must find and collect all 8 Red Coins.

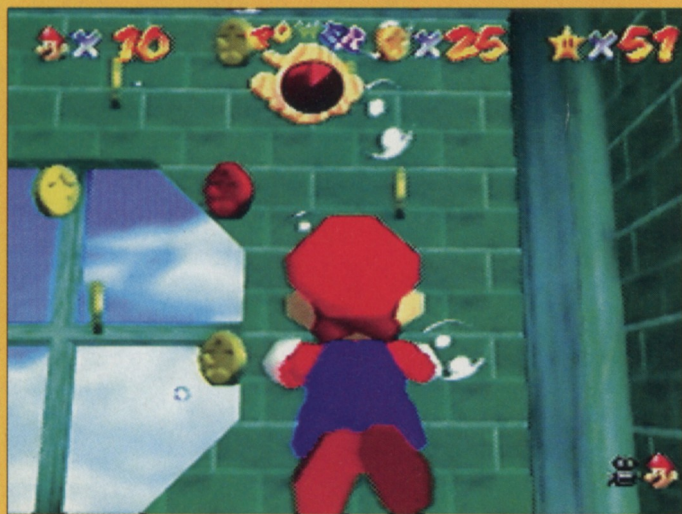
Each of Red Coins 1-4 float opposite the middle of one of the four octagonal windows. They are also surrounded by circles of eight Yellow Coins.

Each of Red Coins 5-8 are positioned on the floor in one of the room's four corners.

The Star appears in the middle of the Aquarium's floor, beneath 8 Yellow Coins.



BETTER THAN A FISH TANK, AND LESS SLIMY.



COLLECTING COINS IS THE ONLY WAY TO TOP UP MARIO'S AIR SUPPLY.

THREE TOADSTOOL FRIENDS



TOAD HAS SOME ADVICE FOR MARIO: "DON'T JUMP INTO POOLS OF MERCURY."

ENTRY REQUIREMENT: 1 Star.

LOCATION: Castle Basement. Enter one of the two central doors in the Castle foyer, go immediately down the nearby staircase and open the door using the Big Key. Go down the marble steps and into the green sewer area. Go through the first door and bear right. Keep going forward until you're before a fire picture. Don't enter this,

but turn right. You'll see a door with a Yellow Star on it. Go through the door and walk around the Metal Pool to find the Toadstool.

GUIDE: Press B beside the Toadstool for him to chat to Mario, warning Mario about losing his cap and providing a hint to Course 8's secret 'world in the wall entrance'. He'll then present a Star.



MARIO COLLECTS A STAR.



MARIO COLLECTS ANOTHER STAR. OOH!

RABBIT SECRET STARS

ENTRY REQUIREMENT: 15 Stars/50 Stars & Bowser World 1 Basement Key.

LOCATION: Castle Basement. Enter one of the two central doors in the Castle foyer, go immediately down the nearby staircase and open the door using the Big Key. Go down the marble steps and into the green sewer area. Go through the first door to enter the Basement.

DESCRIPTION: The Basement is a small, water-logged maze around which the Bunny happily scampers.

STAR GUIDE 1 & 2: When you enter the Basement, on Mario's left there's a short corridor which leads to a Toadstool. On the right, a longer corridor leads to the fiery painting entrance to Course 7. On its left a short corridor leads to the blank wall entrance to Course 8. This dead-end and the one

beside the Toadstool are probably the best places for catching the Bunny. He'll pause in the far corner of both regions, standing still until Mario gets close enough to trigger his running, diagonal escape.

Mario should slowly tiptoe toward him, then either try a diving leap (jump, then B to dive forward) or wait for the Bunny and grab him using B. Neither approach is easy, but running after the Bunny and making diving leaps to catch him is a lot harder and more frustrating!

Once caught, the Rabbit will protest he's very late and must make haste, just like the rabbit from Alice In Wonderland. To rush away to his tea time date, he'll reluctantly surrender his present from Bowser: a Power Star.

After being caught once, the Rabbit will disappear until you get 50 Stars after which he'll



GRAB THE RABBIT AND HE'LL GIVE YOU A TOTAL OF TWO BONUS STARS.

reappear. Follow the same procedure as before to nab him.

SECOND FLOOR TOADSTOOL

ENTRY REQUIREMENT: 2nd Bowser Key.

LOCATION: From the Castle Foyer, go up the central staircase and through the door with the Large Keyhole. Go up the staircase and through the door. Now circle around the room to be exactly opposite where you entered. There's a tiny picture of some

mushrooms beside a Tall, Tall Mountain. Toadstool is standing nearby.

GUIDE: Press B beside the Toadstool for him to chat to Mario, providing a hints about Course 11's water level and Course 10's secret mirror room entrance. He'll then present a Star.



THE SECOND TOADSTOOL STAR REQUIRES YOU TO HAVE THE 2ND BOWSER KEY. LET HIM WAFFLE ON FOR A BIT, AND IT'S YOURS!

WING MARIO OVER THE RAINBOW

ENTRY REQUIREMENT: 2nd Bowser Key and 50 Stars.

LOCATION: From the Castle Foyer, go up the central staircase and through the door with the Large Keyhole. Go up the staircase and then turn right. There's a second staircase there. Go up that and through the red door with the Big Yellow Star. Mario will enter a room with a giant clock. Go left and backflip on top the platform, then jump diagonally forward into the hole in wall.

DESCRIPTION: A challenging sky level consisting of multiple cloud and mini-island floating platforms.

GUIDE: This is one of the tougher Secret Stars. If you fall out of the level you won't lose a life, but you will drop into the lake outside the Castle and that's even more irritating! (You'll also suffer this annoyance if you fly too close to the sun.)

Mario begins by landing on a cloud near the top of the level. Red Coin 1 is immediately beside him, as is the shadow of the Star so you know you have to return here. There's also a Red Exclamation Box – a lot of these are scattered around the level and you should always make a point of renewing your Wing Cap when given a chance. Wing Caps last a minute

each, but you can't be too careful.

Red Coin 7 is above Mario in a dark, insubstantial cloud which you can't land on but can fly through. Red Coin 8 is suspended below a large, solid white cloud which is even higher. Red Coins 5 and 6 are on top of the cloud.

The first objective is to find a way of getting up there, which means a Cannon. This is actually just a little lower than the start cloud in a pink island. To activate it you need the

THIRD FLOOR TOADSTOOL

ENTRY REQUIREMENT: Second Big Key (see Bowser World Two) and 50 Stars.

LOCATION: From the Castle Foyer, go up the central staircase and through the door with the Large Keyhole. Go up the staircase and then turn right. There's a second staircase there. Go up that and through the red door with the Big Yellow Star. Mario will enter a room with a giant clock. Toadstool 3 is just to its right.

GUIDE: Press B beside the Toadstool for him to chat to Mario, providing a hints about how entering Course 14 at various time affects its workings. He'll then present Mario with a Star.



AH, THE LAST CAPTION. EXCITING STUFF!

Bob-omb Buddy who's on an island near the level's bottom.

Red Coins 2 and 3 are on small, solid white clouds between this platform and the Start platform, as is an extra life in a dark, insubstantial cloud. It's a good idea to get these two Coins on the way down. Use your shadow to time a bottom bounce – instantly braking your speed and flight for a landing. Collect the Coin and new Wing Cap, then continue on to next. If you miss one, simply proceed to the bottom platform, which is easy to land on, then use the Cannon to launch new flights to find Coins 2 and 3.

Red Coin 4 is on this platform, as is a second Cannon. Fortunately, there's a green pole to make landing easier – simply fly into it and Mario will catch hold.

Chat to the Buddy and activate the Cannon. Aim directly at the sun to get the altitude needed to reach the Cannon just by the start cloud. There's no Red Box here, so quickly jump into the Cannon and aim over the highest cloud. Be prepared for a bottom bounce landing as you soar over it.

Now collect Red Coins 5 and 6, an extra life (from the Yellow Box) and a new Wing Cap. Jump off and fly over to

the dark cloud for Red Coin 7. Then quickly bank around and head back to the high cloud, dipping down to pick up speed so that you can fly into one of the green poles underneath the cloud. Climb up then jump to grab the central pole. Carefully use Mario's hat as pointer for the jump, and don't be so close to the cloud you hit it and bounce off. Then climb down and collect Red Coin 8.

Now drop down to the cloud below. The Start Cloud is just across and slightly below. Collect a new Wing Cap and you'll be able to practically glide over with no problem.

And that's it. Game over!



GAME OVER, MAN, GAME OVER!
THE SUPER MARIO 64 SOLUTION WAS A 64 MAGAZINE PRODUCTION, IN ASSOCIATION WITH THE COFFEE MACHINE, TRENTY'S WHITE LOAF AND PRO-PLUS.



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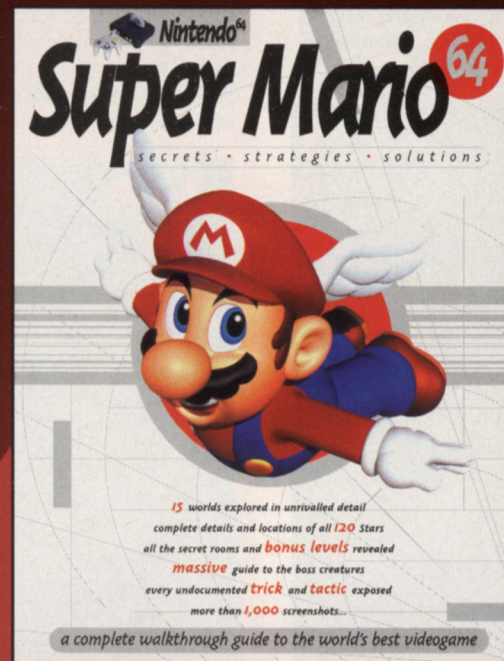
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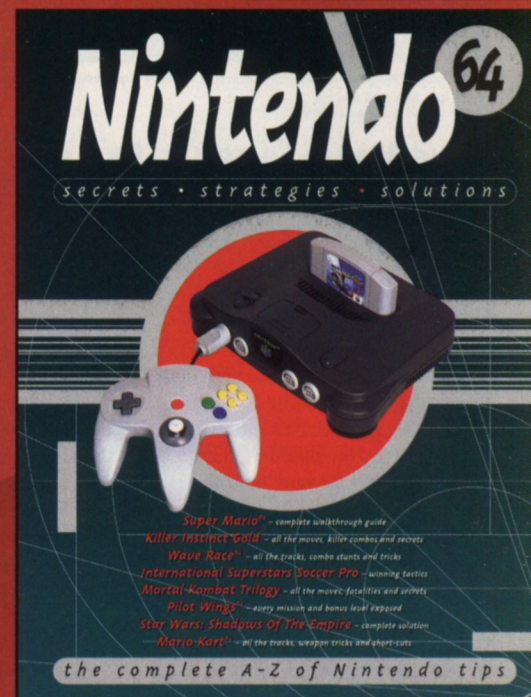
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HOT FROM E3 IN ATLANTA, THE SHOWCASE FOR THE LATEST N64 GAMES, WE BRING YOU THE LATEST BATCH OF HOT TITLES! SOME OF THESE GAMES ARE MANY MONTHS AWAY FROM RELEASE, WHILE OTHERS WILL BE APPEARING WITHIN MERE WEEKS. BUT THE DETAILS ARE ALL HERE...



BANJO-KAZOOIE

80 Yes, we know that the name is appalling and that its codename, *Dream*, was far cooler. But it looks like it's going to be a stunner...

GOLDENEYE 007

82 Four-player action in a shaken, not stirred, vein! Most of the visitors to E3 considered this the game of the show, and we should have a full review next issue – sneak in for an advance look now!



F-ZERO 64

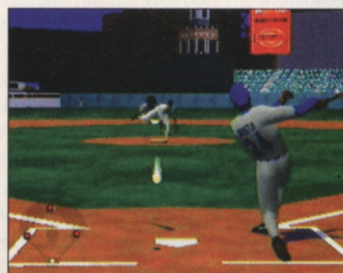
86 Another classic Super NES game gets a 1997 makeover with mip-mapped shampoo and anti-aliased lip gloss. The original *F-Zero* was a speed freak's dream, and the sequel looks even better!

CONKER'S QUEST

88 Is there enough room in the N64 world for another brightly-coloured *Mario*-style game? Rare think so, as Nintendo's closest ally take their first step into publishing for themselves...

MAJOR LEAGUE BASEBALL

90 Featuring – gasp! – Ken Griffey Jr. Calm yourself! Nintendo's new baseball game looks great – but will anyone in Britain care?



TETRISPHERE

92 A puzzle game that is quite literally a load of balls! Can Nintendo recapture the non-stop playability of the Game Boy classic?



DUAL HEROES

93 Hudson Soft prepare to enter the world of the beat-'em-up. Just don't mention the Power Rangers...



CHAMELEON TWIST

93 Small lizard boy with amazing prehensile tongue in surrealistic platform game shocker.



Banjo-Kazooie is the game Nintendo think is going



I WANNA FLY LIKE A BREEGULL...



MUSICAL NOTES ARE THE EQUIVALENT OF MARIO'S COINS.

Two of the most **IRRITATING** musical instruments on Earth? No, Nintendo's **NEW** adventure duo!



WHEN IT WAS CODENAMED *Dream*, everyone thought it sounded cool. When it turned out it was actually called *Banjo-Kazooie*, people cringed. Is that the worst title in the history of videogames, or what?

But what's in a name? Nintendo have obviously got a great deal of faith in what turned out to be their flagship title at E3, and developers Rare aren't exactly troubled by a lack

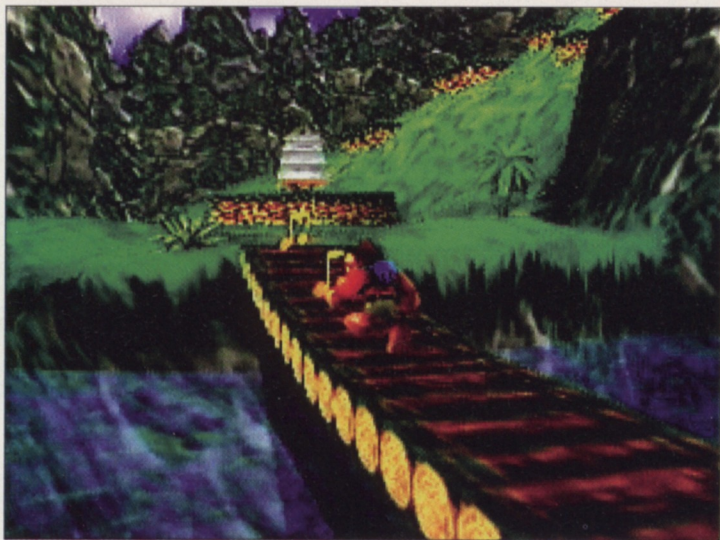
of confidence either. The boys from the N think that *Banjo-Kazooie* will be the biggest hit of the year, and hell, they have a habit of being right about these things!

Banjo, contrary to his name, is not a deformed redneck 'friend' of Ned Beatty – rather, he's a cartoon-style yokel honey bear, who is quite rightly marked that his girlfriend Piccolo has been kidnapped by a giant. He gets a helping hand (or claw) in his quest to



BANJO-KAZOOIE

to dominate videogame sales this Christmas



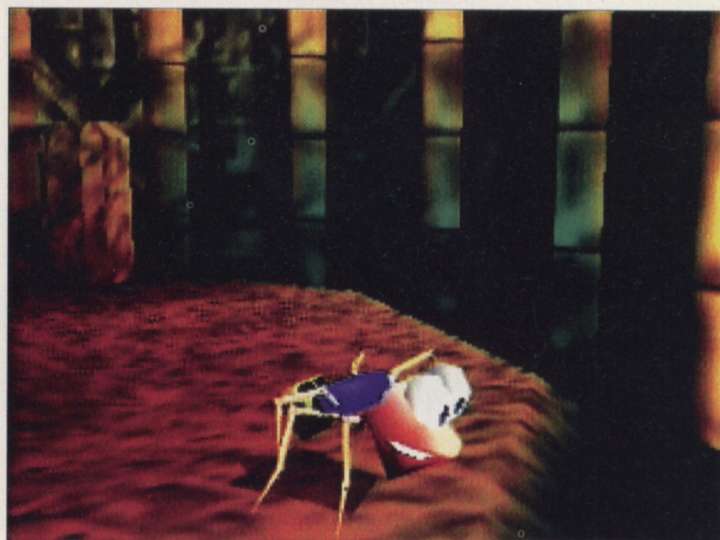
GORGEOUS GRAPHICS AND LUSH LANDSCAPES... BUT IS IT ALL A LITTLE TOO FAMILIAR?

rescue her from Kazooie, a newly-hatched red-crested Breegull who lives in Banjo's rucksack. Kazooie is the character who gives the game a new edge – while Banjo is limited to normal bear-type stuff like running around, climbing trees and swiping at things with his claws, she can fly the pair around the landscape, fire eggs at enemies Yoshi-fashion, and generally destroy stuff.

In order to rescue Piccolo, Banjo and Kazooie have to explore a total of 16 vividly detailed landscapes and solve a series of puzzles set by the giant. Once all the tasks have been cracked and all 16 puzzle pieces collected, all that remains is to chin the bear-napping lanky streak of piss

before Banjo and Piccolo can get back down to some ursine lovin'. Whether Kazooie will stay in Banjo's backpack at this point remains to be seen.

At first glance, *Banjo-Kazooie* looks a lot like *Super Mario 64* with the serial numbers filed off – the game plays in a similar way, the misfit pair being guided around the lurid landscapes with the analogue stick and completing puzzles for prizes. However, Banjo and Kazooie are far more versatile than the tubby Italian, the combined abilities of the two characters adding up to an impressive total of 24 different moves. The various worlds that the duo explore are also a lot more detailed than the fairly sparse levels



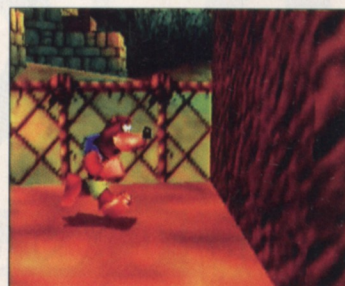
THE MISMATCHED PAIR HAVE BEEN TURNED INTO A BUG. Ugh!

of *Mario*, and take greater advantage of the N64's nifty graphical effects.

Nintendo are making a great deal of the comedic aspects of the game, from the animation of the two main characters to weird sections where they are magically transformed into other creatures by mad shaman Mumbo Jumbo. Whether the game turns out to be as funny as *Seinfeld* is another matter, but there'll certainly be more laughs than in *Red Dwarf VII*!

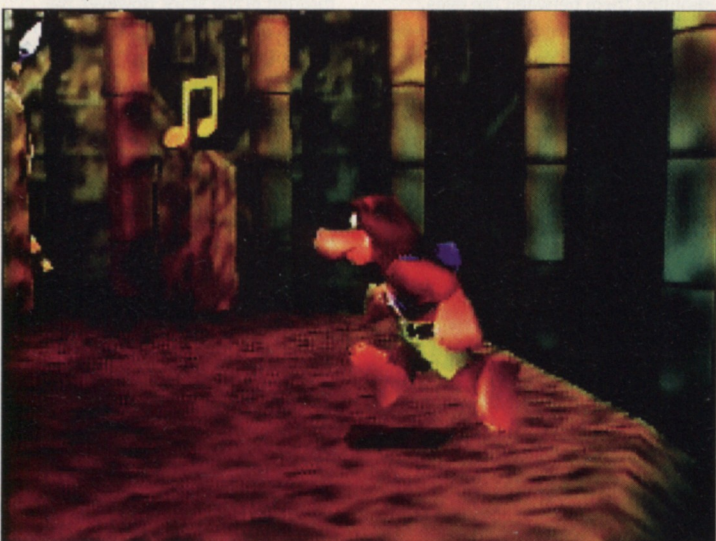
Banjo-Kazooie is the game Nintendo think is going to dominate videogame sales this Christmas, and you'll be able to see whether their confidence is well placed if you 'bear' with us until November!

P64



DON'T RUN INTO THE WALL, YOU'LL HURT YOURSELF BADLY. OH, ALL RIGHT THEN, GO AHEAD AND DO IT!

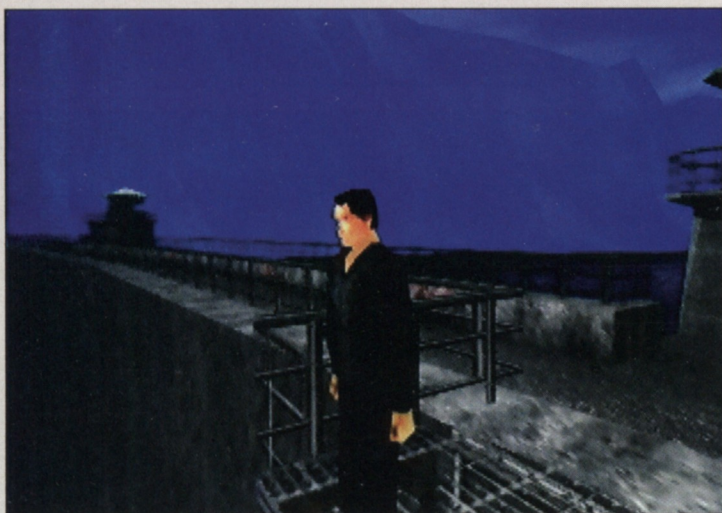
Prospects: IT'LL UNDOUBTEDLY BE A BIG GAME – BUT IS IT TOO SIMILAR TO *MARIO* FOR COMFORT?



THE LIGHTING EFFECTS ARE LIGHT-YEARS AHEAD OF THOSE IN *MARIO 64*.



MUMBO-JUMBO THE SHAMAN CAN TURN BANJO AND KAZOOIE INTO OTHER BEASTS.



BOND TRIES TO LOOK LIKE STEVEN SEAGAL, BUT JUST ISN'T FAT ENOUGH.



"OH SHIT! I FORGOT TO TIE MY BUNGEE CORD!"

GOLDENEYE

Ninfo

Players



Publisher:
Developer:

Nintendo
Rare

Game Type: 3-D Shoot-'em-up
Origin: UK

Import Release: 25 August
UK Release: October (TBC)

Get YOURSELF into some tight BONDAGE!



GOLDENEYE MIGHT HAVE brought James Bond up to date, but if you think about it, it was a bit of a pants film, wasn't it? Bond only bags off with one woman, he ponces about in a German car

without even using any of Q's built-in gadgets and the big villain was bloody Sharpe wanting to rob a bank, for God's sake. Bring back the old days when cat-stroking slapheads in dodgy beige suits wanted to release nuclear

powered shark germs from their undersea volcanoes, but were stopped by Sean Connery getting through a pack of snouts every five minutes and boffing every bimbo he met before shooting them between the eyes. That's what a Bond film should be like – none of this New Man rubbish.

Nintendo and Rare look like they think the same way, as their new James Bond game *Goldeneye 007* is totally lacking in moments of introspection and emotional content. Instead, it's action all the way as you and up to three fellow agents race through 18

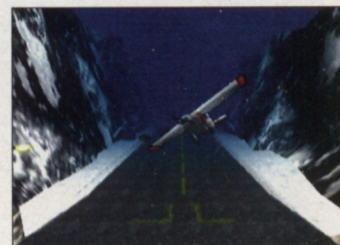
missions, blowing things up and killing people (all in Her Majesty's name, of course!). Although the game is based on *Goldeneye*, Rare have expanded the scenario so it's not just a straight run through of the story. However, the locations in the game are instantly recognisable from the film (the level designs used the actual plans of the sets from the film), starting out in the chemical weapons factory under the dam and finishing up in the Goldeneye control room in the Cuban jungle. Even the characters in the game look like their movie counterparts!



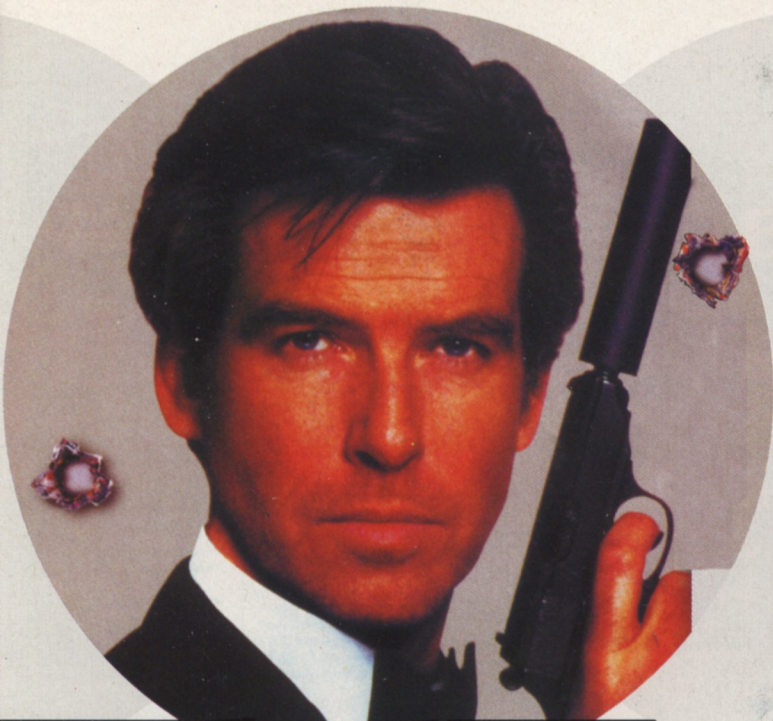
THIS GUARD'S LIFESPAN CAN BE MEASURED IN SECONDS. NOTE THE SILENCER ON THE GUN.



"THIS IS EVIL EMPIRE AIRWAYS FLIGHT 007... TO DISASTER!"



AND HE'S AWAY. NOW TO BAG THE STEWARDESS!



THE GOLDENEYE CONTROL ROOM, HOME OF THE SOVIET SECRET WEAPON.

EYE 007

Goldeneye's version of James Bond is based on the current 007, Pierce Brosnan, which is bad news if, like me, you're a Connery fan, or even if you prefer Roger 'Eyebrows' Moore, George 'Big Fry' Lazenby or (surely not!) Timothy Dalton. It doesn't look like you can bring Big Tam into the action in multi-player mode either – after all, there can be only one James Bond! What other players do get is the chance to battle it out against Bond as other characters from *Goldeneye* – one of 64 MAGAZINE's contributors is very keen to 'be' Xenia Onatopp, which is worrying because he'd look hideous in a catsuit. There are 11 scenarios in the four-player mode, the most intriguing being the 'Golden Gun', where the first player to grab Scaramanga's weapon has the

advantage of being able to kill the other players with just one shot!

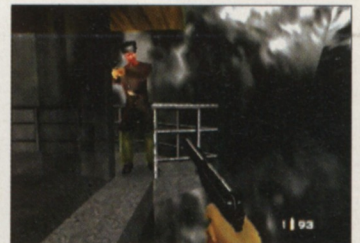
As well as the Golden Gun and Bond's faithful Walther PPK, MI6's arsenal includes M-16 and AK-47 rifles, rocket launchers, shotguns, tasers, throwing knives and grenades. Bond's watch also controls various gadgets such as timed explosives and proximity mines, so he can set traps for approaching enemies and then blow them to hell without having to

put himself in the firing line, as well as receiving useful advice from M, Q and Moneypenny. A cool feature of the game is the weapons control – like *Turok*, weapons can be aimed in directions other than straight ahead, but some guns also allow Bond to snipe at hard-to-reach enemies. Telescopic crosshairs zoom in on the target, and the longer Bond takes to aim, the more accurate the shot. There are 18 weapons and gadgets in all.

However, the game is as much about stealth as combat – like Ocean's *Mission: Impossible* (see last issue), if Bond goes around shooting people indiscriminately and setting off bombs like a madman, he'll attract more attention from enemies, who will then



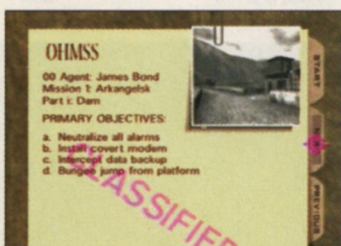
JB CATCHES A TECHNICIAN SNEAKING A QUICK GAME OF DOOM WHILE ON DUTY.



ANOTHER DOOMED BIT-PART CHARACTER PREPARES TO DIE.



BOND'S WATCH HAS ALL SORTS OF Q-BRANCH FUNCTIONS.



THE HIGHER THE DIFFICULTY, THE MORE OBJECTIVES HAVE TO BE MET.



"FIVE... FOUR THREETOONE!"

gather in force to defend their base and kill the suave spy. Knowing when to make like a mouse and when to let fly with Q Branch's finest is all-



WHO WATCHES THE WATCHTOWER?

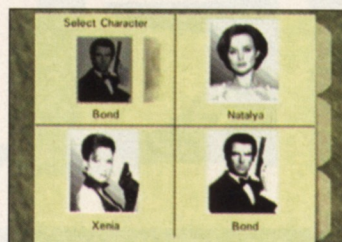
important if you want Bond's mission to end with him snogging the Bond girl in a liferaft instead of going home in a rubber bag. *Goldeneye* even makes use of the analogue stick - if Bond creeps around vital areas slowly, he can tiptoe past guards without them even hearing his footsteps! Just wading in and blowing everything up will probably cost Bond the game and his life - the higher the difficulty level, the more goals have to be met for the mission to succeed. If he chucks a bomb into a room and blows up a vital computer or kills the person he was



AFTER AN EXPLOSION, EVERYTHING GOES WEST AND BOND HAS TO FIGHT HIS WAY OUT.

meant to rescue, the next piece of paper he gets with OHMSS written on the corner will be his P45.

As if all that wasn't enough for you,



YEAH, LET'S PLAY AS THE BOND BIMBO!

Goldeneye will also be Rumble Pak compatible, so each time Bond fires off his Walther, or his magical bullet-dodging ability fails him, you'll be able to feel it!

Everyone who's seen *Goldeneye* up and running has been blown away by it - it's the fastest, smoothest and most impressive 3-D shooter on the N64 yet, and games like *Duke Nukem* and *Mission: Impossible* are going to have to be really stunning if they want to beat it. It's also really something to play with four people as well - forget *Hexen*, this looks the business! Hopefully, we'll have a full review of *Goldeneye* next issue. Our top agents are already infiltrating Nintendo with x-ray glasses and laser beam watches to get their hands on the game!

Prospects: BOND IS BACK!



SNIPING IN ACTION.



SOME FOURPLAY IN THE GENTS.



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Ninfo

Players



Publisher:
Developer:

Nintendo
Nintendo

Game Type:
Origin:

Racing
Japan

Import Release:
UK Release:

TBA
TBA

F-ZERO

86



FULL THRUST IS NEEDED TO GET UP SOME OF THE HILLS.



SPEED FREAKS GET READY; Nintendo added some hardcore sci-fi racing to the lineup at E3 when they showed off Shigeru Miyamoto's next production – *F-Zero 64*.

In common with a surprising number of Nintendo's titles for the N64, the game is an update of an old Super NES classic. The original *F-Zero* was one of the first games released on the Super NES, and although eventually outraced by *Super Mario Kart*, it still has its adherents as the name of the game was pure, unadulterated adrenaline. *F-Zero* used the Super NES's 'mode 7' to create techno-landscapes that whipped past the player at unmatched speeds, creating a game where lightning-fast reactions and gaining a fraction of a second around a tight corner meant the

difference between victory and humiliating defeat.

F-Zero 64 promises to do much the same, only now taking the previously flat courses into the third dimension. The vehicles are GTi versions of the original models, antigravity sleds that blast around the twisting courses at several hundred miles per hour just millimetres above the ground. The courses themselves now have banks, loops, corkscrews and jumps, and although in the spirit of true racing the sleds don't have weapons, that still doesn't stop the computer-controlled racers from being opponents as clinical and ruthless as a cross between Michael Schumacher and the Terminator!

According to sources at Nintendo, *F-Zero 64* will run at a staggering 60 frames per second (most games run at 30fps), giving an almost

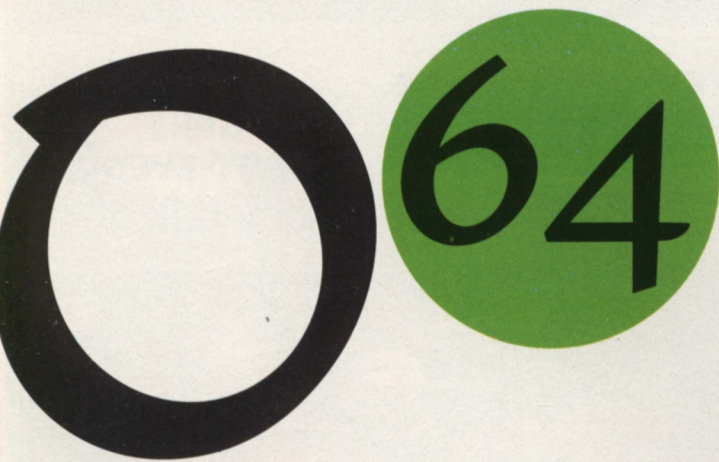


EVEN CLOSE-UP, THE SLEDs HAVE PLENTY OF INDIVIDUAL DETAIL.



ALTON TOWERS? WHO NEEDS IT?

ZERO hour is approaching – FAST!



frightening sense of speed and precision control over your sled. This does mean that a simultaneous two-player mode is unlikely, but if Nintendo can run one screen at 60fps, they can run two at 30...

The speed of the game doesn't mean that detail has been sacrificed, though. Seen in close-up, the sleds all have individual paint jobs and moving aerofoils, but the chances to appreciate these touches once the game is going at full pelt will probably be limited. The main viewpoint will be similar to that of the original *F-Zero*, with the camera in a chase position above and behind the sled, but there is also likely to be an in-cockpit view for that real 'butt an inch above the tarmac' feel. It just has to be hoped that Nintendo don't do a *Starfox* and make the cockpit view impossible to use by plonking huge white reflections over vital parts of the glass!

Although *F-Zero 64* is eagerly awaited by die-hard fans of the Super NES game, this time it'll have competition in the form of Acclaim's *Extreme G*, a similarly-themed future racing game with the added bonus of weapons and even more convoluted tracks. At the moment, it's uncertain which game will hit the streets first (*Extreme G* is tentatively scheduled for October, while *F-Zero 64* has the dreaded 'TBA' in its schedules), so the battle will ultimately come down to gameplay. Will Miyamoto's team of Japanese rush junkies triumph over Probe's plucky posse of gun-toting Brits? The race for the finish line starts here...

P 64

Prospects: LOOKS AWESOME, BUT THIS TIME NINTENDO COULD HAVE A REAL RACE ON THEIR HANDS!



"OH, HE WON'T GET VERY GOOD MILEAGE DOING THAT," DRONED OLD HONDA DRIVING MAN.



JUST AFTER THE START, AND ALREADY THE PACK IS BEGINNING TO SPLIT UP.



THIS TRACKSIDE VIEWPOINT WILL PROBABLY ONLY BE FOR REPLAYS. LOOKS COOL, THOUGH.



BANKED TRACKS GIVE MANY OPPORTUNITIES FOR TACTICAL RAMMING OF OTHER SLEDs!

Ninfo

Players



Publisher:
Developer:

Rare
Rare

Game Type:
Origin:

3-D Platform
UK

Import Release:
UK Release:

Summer
TBA

CONKER'S QUEST

RARE get
BRIGHT-EYED and
bushy-tailed!

88



VIVID GREEN GRASS, FLOWERS, A BRIDGE... HANG ON, IT'S *BANJO-KAZOOIE* AGAIN!



BERRI THE CHIPMUNK HAS LONG HAIR AND QUITE TERRIFYING EYES.



CONKER BOARDS A UNICYCLE IN ORDER TO TAKE PART IN *GLADIATORS*.



CONKER SPLASHES ABOUT IN A POOL - OH WOW, *MARIO* FLASHBACK!



AS WELL AS UNVEILING

Banjo-Kazooie, Rare also surprised everyone at E3 when they revealed a totally unexpected new game - *Conker's Quest*. Raising the eyebrows of the assembled hacks still further was the fact that rather than the game being written for Nintendo, as all Rare's past titles have been, the Twycross-based company will be publishing it under their own name - the first time they've

done this since they were Ultimate in the 1980s. (Since Nintendo own a quarter of Rare, will they get a 25% discount on the cost of making the cartridges?)

Like *Banjo-Kazooie*, *Conker's Quest* is another *Mario*-style 3-D platform adventure, though even more firmly aimed at the younger end of the market. The big difference between *Conker's Quest* and *Mario 64* is that it features not one, but two separate main characters! The default character is Conker, a cutesy-wutesy squirrel, but should Squirrel Nutkin antics not be your bag you can also play as Berri, a chipmunk with rather alarming mad staring eyes. In a similar fashion to *Donkey Kong Country* on the Super NES, the player can swap between the two characters at will - each has different abilities, making mastery of both rodents essential to complete the game.

The plot, as usual in this kind of game, is thinner than a wafer that's been crushed by Pavarotti's steamroller - they have to explore four different worlds to retrieve a hundred housewarming presents (the newly-mortgaged type must have a lot of friends) that have been stolen and carelessly scattered around by a

gang of thugs, as well as rescuing the kidnapped householders. What is it with videogame villains and kidnapping, anyway? Princess Daisy's family is obviously loaded, but how much ransom can a couple of nut-eaters come up with? Ten acorns and some bark isn't exactly going to get back the Lindberg baby.

Conker and Berri have the advantage over the bad guys, as they can use Conker's nuts (ha! Managed to say that without even a hint of a smirk) as weapons, flinging them around in fine Goliath-clocking style. The bushy-tailed duo can even drive - there are seven different vehicles scattered around the four worlds of the game. All those woodland creatures that have wound up filling the treads of Ford Sierras like meat-flavoured toothpaste over the years can finally get their revenge!

An exact release date for *Conker's Quest* hasn't yet been decided, but it is likely to appear before Christmas, at least on import. Don't go nuts while you wait.



Prospects: LOOKS BEAUTIFUL, BUT IT'S CLEARLY AIMED AT KIDS - WILL THE GAME BE TOO EASY AND CUTE FOR OLDER PLAYERS?



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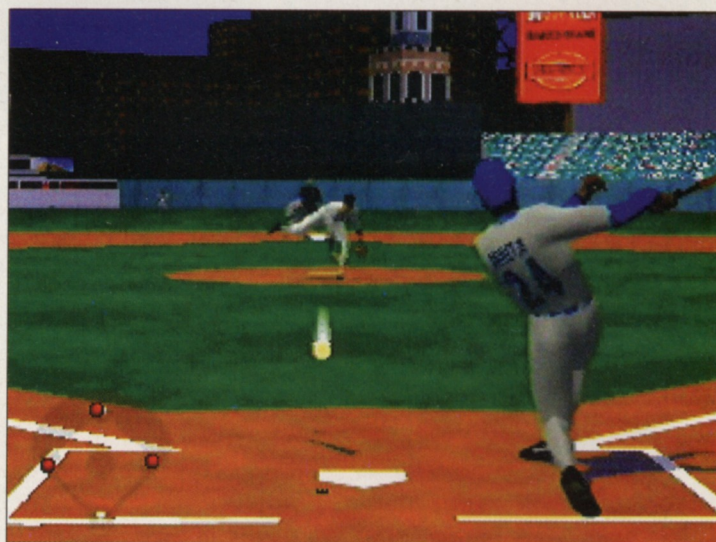
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Strike **ONE**, strike **TWO**,
strike **THREE** – you're **OUT**!

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FEATURING KEN GRIFFEY JR



THE BATTER FLAILS LIKE A DYING FISH AND TOTALLY MISSES THE BALL. STEEEERIKE THREE!

Ninfo

Players



Publisher:
Developer:

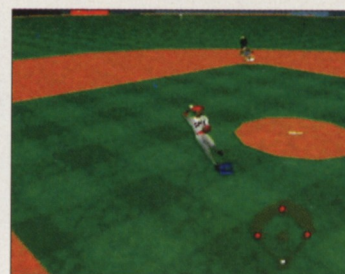
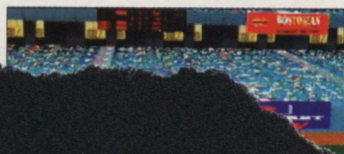
Nintendo
Angel Studios

Game Type:
Origin:

Sports
US

Import Release: 15 September
UK Release: TBA

...? KEN WHO? TO THE



THE SUPERBLY ANIMATED PITCHER LEAPS
TO MAKE A CATCH.



AN UNLUCKY (OR JUST PLAIN CRAP)
BATTER IS RUN OUT AT HOME PLATE.

topping that with the endorsement of Ken Griffey Jr, whoever he might be.

Californian softco Angel Studios have been hard at work on the game, creating a staggering 35,000 frames of motion-captured animation for the various players and recreating all 30 of the MLB baseball stadia. A great deal of time has been spent on the control method, the analogue stick being used to swing and catch with what Nintendo call the 'Reality Bat' and 'Reality Glove'. The use of the analogue controller has already made a huge difference to the way other sports games are played, and there's no reason to expect any different here. The on-screen players' movements adapt to how the stick is used, giving them some very realistic animation, and the gameplay itself has been overseen by a member of Shigeru Miyamoto's Nintendo design team, so everything should be polished to a gleaming finish play-wise.

Up to four players can take part in the game's 'home run derby' mode, and there are three other methods of play on offer for single or two-player

games, including a Major League option where the player must take his chosen team through the full season of fixtures. The MLB licence means that the game is full of real baseball players rather than fictional batters, though probably only about six people in Britain would know the difference. This kind of attention to detail extends even to the fans in the crowd, who cheer on their own team and react accordingly to the umpire's decisions. In league play, if the team is doing badly, the crowd size even diminishes over the season!

The very American nature of *Major League Baseball* could cause problems in Britain – are there enough baseball fans out there to make it worth releasing? A lot will depend on the quality of the game itself – find out in our upcoming review.

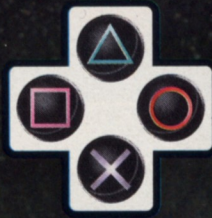
Prospects: AS AMERICAN AS APPLE PIE – WILL THAT HARM ITS EUROPEAN PROSPECTS? AND WHO IS KEN GRIFFEY JR ANYWAY?

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Ocean's peppy young upstart
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Ninfo



Publisher:
Developer:

Nintendo
H2o

Game Type:
Origin:

Puzzle
Japan

Import Release:
UK Release:

11 August
TBA

TETRISPHERE

Complete BALLS with a load of BLOCKS!

ANYONE WHO EVER OWNED A Game Boy will probably have lost many valuable hours, if not days, of their life to *Tetris*, the Russian falling block puzzle game that exhibited all the addictive qualities of crack cocaine without the unfortunate gun-toting psycho side effects. Since then, many people have tried to recreate the classic simplicity of *Tetris* in their own puzzle games, usually without success – only *Super Puyo Puyo* (alias *Mean Bean Machine*) and Capcom's recent *Puzzle Fighter Turbo* have come close. Nintendo are now trying to open up a bottling plant for lightning with the imminent release of *Tetrisphere*, which takes *Tetris* into the third dimension!

Incredibly, the game actually has a plot, though it's not really worth bothering with – something to do with freeing a little bloke trapped inside a sphere, a common household accident. What this entails for practical purposes is that the player has to spin the sphere so that the traditional falling blocks slot into gaps in the sphere's outer shell. Each

time a shell is completed, it is removed from the sphere, getting the oxygen-starved little fella one step nearer to his freedom. However, the blocks keep on falling without mercy, and if the shells get too thick he'll be crushed! As the game progresses, the trapped man keeps getting bigger, so the space needed to allow his escape has to be made progressively larger.

In addition to the standard one-player 'rescue' mode described above, there is also a two-player head-to-head game where blocks removed from one side's sphere are rudely dropped onto the other. In this mode, the screen is split vertically so players can keep an eye on their opponent's sphere to judge the best moment to dump a load of bricks on them. You can play this game against a friend, but if you drive them away with



CRACK OPEN THE OUTER SPHERE AND SHARDS OF LIGHT RIP THROUGH IN A COOL FILMIC SORT OF WAY.



THE TWO-PLAYER MODE IN ACTION. IT MIGHT LOOK INCOMPREHENSIBLE, BUT DON'T WORRY, IT ISN'T (MUCH).

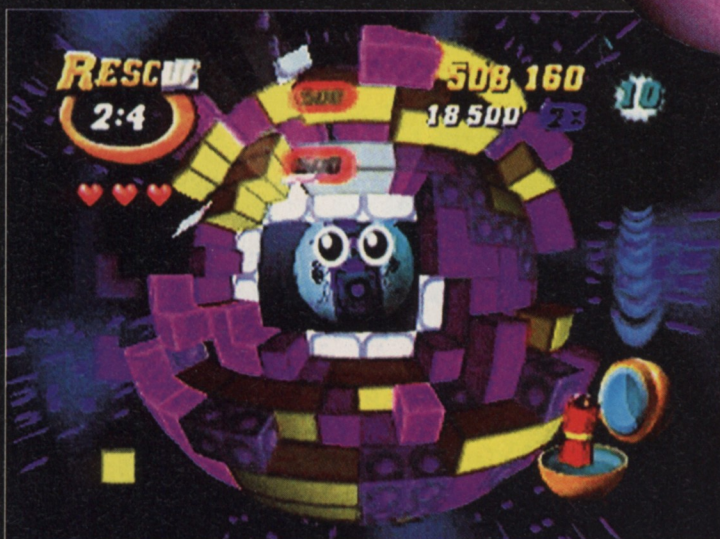
incessant gloating the N64 itself can also step into the arena. You can even team up with a friend and take on the computer together.

The game has 99 levels, and in certain modes of play, such as 'puzzle', each level has a different task that must be accomplished in order to progress rather than simply freeing the trapped man. Each level is vividly coloured, with swirling psychedelic backgrounds reminiscent of the

old trip-fest *Tempest 2000*, and the whirling spheres themselves seem certain to lock you into a drooling trance, muttering "Must... complete... level..." for hours on end.

The only question that remains to be answered is whether the addition of 3-D to a classic game will ruin it, or enhance the experience. Find out next issue when we slot *Tetrisphere* into our spinning review orb!

Prospects: COULD BE AN INSTANTLY ADDICTIVE PUZZLE EXPERIENCE... OR AN OVERCOMPLEX DUD. THERE'S A FINE LINE BETWEEN THE TWO...



JUST A COUPLE MORE BRICKS, AND THE HOLE WILL BE LARGE ENOUGH FOR HIM TO ESCAPE...



OKAY, WE ADMIT IT – WE HAVE NO IDEA WHAT THE GREEN THING IS AT ALL. ANSWERS ON A POSTCARD.

Ninfo



Publisher:
Developer:

Hudsonsoft
Hudsonsoft

Game Type:
Origin:

Beat-'em-up
Japan

Import Release:
UK Release:

TBA
TBA

DUAL HEROES



OH MY GOD, IT'S THE RETURN of the Power Rangers! That's what Hudson Soft's upcoming beat-'em-up *Dual Heroes* looks like anyway – the character who's had the lion's share of the publicity is some lycra-wearing nonce with one of those helmets that covers his face and makes it easy to dub in foreign

dialogue. Hopefully there'll be a female Pink Ranger lookalike for all us twisted perverts who like to watch kids' TV shows while sinking a few beers and insert entirely unwarranted sexual subtexts.

There's the usual stupid excuse for a rumble – it's the far future, and Earth is under the ruthless control of

a dictator called Zole. No wonder he's got a grudge against the world with a name like that. Luckily for the oppressed masses, a group of people with special power suits turn up to take him on. These are the Dual Heroes, so named because... well, nobody's quite sure, they're probably twice as hard as anyone else or something.

Hudson Soft ("Game over man, game over!") are making a big noise about their 'virtual gamer' concept, which claims to make the computer fighters play more like human opponents by having the enemies controlled by one of several CPU 'players' with their own different fighting styles, instead of giving each opposing fighter a list of set moves. If this works it might be a step forward in fighting games, where normally



THE INEVITABLE EVIL DEMON BLOKE SHOWS UP.

once you know a fighter's tactics you can beat them every time.

Dual Heroes was meant to go on sale this summer in Japan, but it keeps getting pushed back as Hudson do more work on it. But it looks like it's getting close to completion, so watch for a review soon!

Prospects: NOT THE FIRST 3-D FIGHTER ON THE N64, BUT THE COMPETITION HAVEN'T BEEN BRILLIANT SO FAR...



HEY MAN, NICE PINK OUTFIT. WHERE'S YOUR FRILLY KNICKERS?



IT'S TANK GIRL, AND I CAN SEE HER NIPPLE! BET THAT'S NOT IN THE FINAL GAME.

Ninfo



Publisher:
Developer:

Nihon System Supply
Nihon System Supply

Game Type:
Origin:

Platform
Japan

Import Release: November
UK Release: TBA

CHAMELEON TWIST



EVERYONE LIKES TO GET A BIT of tongue now and then, but probably not from the hero of *Chameleon Twist*. Although his prehensile organ is capable of some amazing muscular gymnastics, the problem is that he's a lizard, and, y'know, they're sort of gross.

But the Chameleon Kid (his parents must have been lacking in imagination, which isn't surprising as lizards aren't known for writing great novels) isn't out to impress the ladies – he's the hero of Nihon System Supply's weird game where his masterful tongue control is the key to throttling enemies and swinging himself from platform to platform. Why he's doing this is still a mystery, but considering the surreal backgrounds in the game, it's probably not anything David Attenborough will have come across

in his wildlife documentaries.

Chameleon Twist has two game modes – the first is your everyday explore-places-with-your-tongue adventure (sounds kinky!) across multiple platform levels, and the other is a bizarre multi-player beat-'em-up. Or lick-'em-

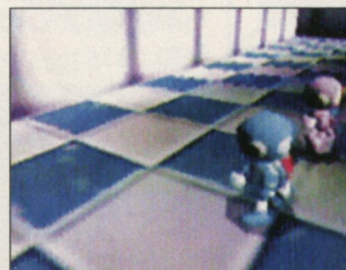


up, since the players are lashing away at each other with their tongues. That conjures up so many disturbing images I think I might have to lie down for a bit!

Apart from the tongue aspect, *Chameleon Kid* looks like another in a growing line of *Mario 64* clones.



IF I COULD DO THAT WITH MY TONGUE I'D BE A LOT MORE POPULAR.



OH NO! WE'VE ACCIDENTALLY GRABBED BOMBERMAN CHES!

Hopefully the control method will set it apart, because the N64's limited software library is getting a bit clogged with these already.



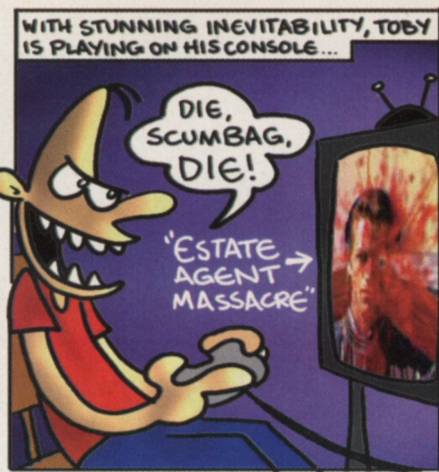
CHAMELEON KID COMES UNDER ATTACK FROM SOME MUTANT FISH-HEADS.

Prospects: COULD BE A QUIRKY ADDITION TO THE CONSOLE, OR JUST ONE MORE *MARIO* RIP-OFF WITH A WEIRD COMPANY MASCOT!

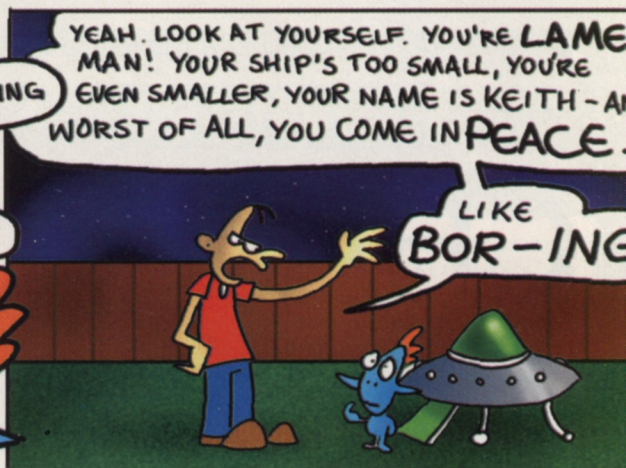
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The Nindex is the **AUTHORITATIVE** guide to Nintendo 64 software, detailing **EVERY** game we've ever **REVIEWED** (and some we haven't, on the grounds that they're just too **OBSCURE**). Both official releases and import games are **COVERED**, giving you all the information you **NEED** when deciding what games to buy. It's **ALL** here!

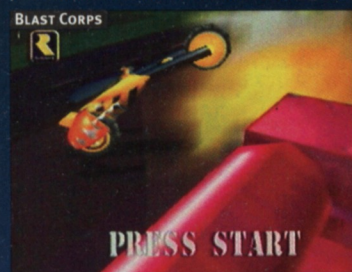
NINDEX

BLAST CORPS

88%

Publisher: Nintendo
Reviewed: Issue 3

An excellent combination of racing game, shoot-'em-up and nerve-scraping puzzler. Try to prevent a nuclear disaster by safely guiding a runaway missile carrier through each level - by destroying everything in its path! Addictive fun, but not that long-lasting.



CRUIS'N USA

31%

Publisher: GT Interactive
Reviewed: Issue 1 (import)

Absolutely pathetic attempt at a racing game, redeemed only by... well, nothing, actually. It's utter rubbish, but terrifyingly isn't the worst game out on the N64.

DARK RIFT

88%

Publisher: Vic Tokai
Reviewed: Issue 4 (import)

A beat-'em-up which looks extremely nice (with 60 frame per second graphics) but plays like a compendium of every other fighter ever written. Nothing special.



DOOM 64

81%

Publisher: GT Interactive
Reviewed: Issue 1 (import)

Graphically upgraded but otherwise unsurprising update of the aging PC classic. Fun for a while, but looks very old hat when compared to games like *Turok* and *Goldeneye*.

DORAEMON

50%

Publisher: Epoch
Reviewed: Issue 3 (import)
The first (but undoubtedly not the last) *Mario 64* clone, which plays almost identically to the Nintendo game, except not as well. Loads of Japanese text and extreme easiness hinder playability.

FIFA 64

29%

Publisher: EA Sports
Reviewed: Issue 2
Completely awful football game that is kicked off the field by Konami's *ISS 64*, yet still became a best-seller purely on the strength of its name. You can fool some of the people all the time.



THE GLORY OF ST ANDREWS

25%

Publisher: Seta
Reviewed: Issue 3 (import)
Now here's the worst game on the N64... so far. This abysmal golf game suffers from inaccurate controls, lousy graphics and a general air of shoddiness. Avoid at all costs!

GO! GO! TROUBLEMAKERS

80%

Publisher: Enix
Reviewed: Issue 4 (import)
Although a 2-D platform game looks out of place amongst the N64's 3-D wizardry, *Troublemakers* is actually surprisingly playable, with plenty of variety and a lot of clever touches. Once you've got past the Japanese text, though, it's fairly easy.



HABU SHOGI

SCORE N/A

Publisher: Seta
Featured: Issue 3 (import)
Shogi is a variation on chess, but since we don't know the rules and the text is in Japanese, reviewing this would be a meaningless and futile action.

HUMAN GRAND PRIX

78%

Publisher: Human
Reviewed: Issue 2 (import)
An okay-but-nothing-special Formula One racing game, only without an official licence so it's full of drivers like Hamon Dill. Comes across like a tarted-up Super NES game.

ISS 64

91%

Publisher: Konami
Reviewed: Issue 3
If we went in for changing scores after the



initial review, we'd be tempted to knock this up by a couple of percent. It's a great single player game, an awesome multi-player experience, and quite simply the best football game ever. Buy it now!

KILLER INSTINCT GOLD

75%

Publisher: Nintendo
Reviewed: Issue 3
Nintendo's entry into the beat-'em-up market is a playable if not stunning 2-D fighter, which relies on ultra-speed and massive combos for playability. Fun in short bursts, but not something you'll keep coming back to.



MAHJONG MASTER

SCORE N/A

Publisher: Konami
Featured: Issue 3 (import)
If you A: don't know the rules of Mahjong, and B: don't know Japanese, there's no point whatsoever buying this game.

MAHJONG 64

SCORE N/A

Publisher: Koei
Featured: Issue 3 (import)
As with Konami's Mahjong game, this is likely to have an extremely limited appeal in the UK (we reckon, oh, two people *might* be interested), hence the lack of a review.

MARIO KART 64

64 SUPER

94%

Publisher: Nintendo
Reviewed: Issue 3
Superb racing game for one to four players, which did a Prodigy on its release by outselling all the other games in the all-formats chart put together! Let down only by a lazy and slow PAL conversion and a new Battle Mode which is too complex to be fun.



MORTAL KOMBAT TRILOGY

Publisher: GT Interactive
Reviewed: Issue 3
Boring, bland and as up-to-date as a 78 of Arthur Askey tunes, *Mortal Kombat* goes down the krapper with this update too far. Only *MK* mugs could like it, but there seems to be a worrying number of them around.

62%

NBA HANGTIME

Publisher: Midway
Reviewed: Issue 2 (import)
Mediocre basketball game which looks very similar to the Super NES's *NBA Jam*, but doesn't play as well. The four-player mode provides some brief fun, but nothing that lasts.

60%

PILOTWINGS 64

Publisher: Nintendo
Reviewed: Issue 1
A game which divided opinion – some were entranced by its freeform airborne gameplay and realistic flight handling, while others thought it lacked focus and was too 'drifty'. For those who get into it, there's plenty to do, and it looks superb.

89%



POWERFUL PRO BASEBALL 64

Publisher: Konami
Featured: Issue 3 (import)
Given baseball's lack of popularity in Britain and the enormous amount of Japanese options, we thought we'd hold off on reviewing this until an American conversion appears...

SCORE N/A

PRO BASEBALL KING

Publisher: Imagineer
Featured: Issue 3 (import)
Again, as with Konami's baseball game, we decided it wouldn't be fair to review this until a comprehensible version appears.

SCORE N/A

SHADOWS OF THE EMPIRE

Publisher: Nintendo
Reviewed: Issue 1
Another opinion polariser; tightly-crafted *Star Wars* adventure classic, or ropey *Doom* clone with blurry backgrounds and hackwork gameplay? The review score says the former, but we suspect time won't be very kind to it.

88%

STARFOX 64

Publisher: Nintendo
Reviewed: Issue 2 (import)
Spectacular shoot-'em-up which really shows off what the N64 can do when it's pushed. Those who've played *Starfox/Starwing* on the Super NES might have a feeling of *deja vu* in play, but it's still tremendous fun.

95%



SUPER MARIO 64

Publisher: Nintendo
Reviewed: Issue 1
The N64's first game, and for a long time the only one which showed off the machine's true abilities. The fact that it's taken us four issues to print the full solution shows just how much there is to do! A genuine classic.

95%



TUROK: DINOSAUR HUNTER

Publisher: Acclaim
Reviewed: Issue 2
Considering the title, there's a marked

82%



TUROK: DINOSAUR HUNTER

shortage of dinosaurs in this game! *Turok* is a souped-up *Doom*, with lush graphics and OTT gore, but the promise of the early levels eventually deteriorates into lots of wandering around mazes. Good but not great.

WAVE RACE 64

Publisher: Nintendo
Reviewed: Issue 1
"Wave Race 64 alone justifies the cost of the N64," burred our reviewer excitedly, and that was when the N64 cost £250! We wouldn't go that far, but it's still an excellent game, the jetskis having great handling as they crash through amazingly real seascapes.

94%



WAR GODS

Publisher: Midway (import)
Reviewed: Issue 3 (import)
This pathetic excuse for a beat-'em-up is based on *Mortal Kombat*, only in 3-D. And boy, does it bite, as the Americans might say. The fighters are some of the most stupid yet, and it plays like a one-legged pig with a broken ankle.

59%



WONDER PROJECT J2

Publisher: Enix
Featured: Issue 3 (import)
The premise is intriguing – a 'virtual life' game where you have to guide a young android girl into making the right decisions in life – but it relies heavily on Japanese text. Which we can't read.

SCORE N/A

The Nindex will be updated every month to provide you with the most accurate buying information you can find for N64 games!



Next issue

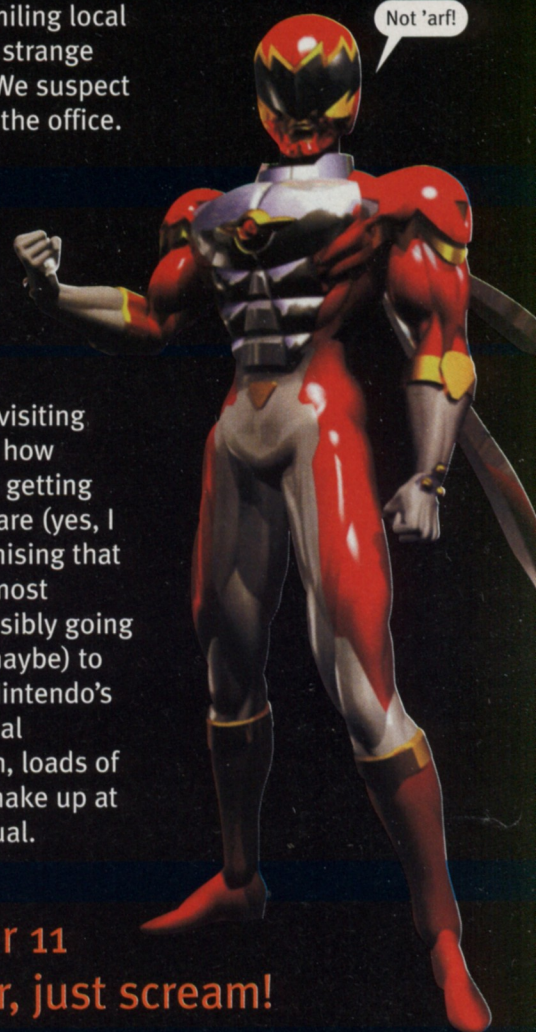
IT MIGHT AS WELL RAIN UNTIL SEPTEMBER...

...because that's when the next issue of 64 MAGAZINE will appear, tanned and healthy after a fabulous summer at the beach, on the shelves of your smiling local newsie. What happened to August, you cry? Beats us – it's one of those strange publishing things which probably makes very good sense to someone. We suspect it's so that everyone else can bugger off on holiday while we're stuck in the office.

But from then on, 64 MAGAZINE will be appearing every four weeks as regularly as a clockwork bullet train, and we'll be taking advantage of the extra time to cram in more games and features than ever.

On the software side of things, we'll be shaking our booty to find out whether the re-release of *Super Mario 64* and *Wave Race* in their Rumble Pak-compatible 'shindou' versions is a smart move by Nintendo, or a bit of corporate brain-overheating on a par with the Virtual Boy. *Goldeneye* will also – at last! – be getting a full review, and we're also hoping to see *Yoshi's Island 64*, *Multi Racing Championship*, *Bomberman 64*, *Gambare Goemon 5*, *Tetrisphere*, *Clayfighter* and *Top Gear Rally*, plus anything else that drops by unexpectedly.

In addition, we'll be visiting Probe Software to see how Acclaim's *Extreme G* is getting on, wandering up to Rare (yes, I know we've been promising that for months, but it's almost certainly probably possibly going to happen this time, maybe) to find out what makes Nintendo's most important external developer tick, and, oh, loads of other stuff that we'll make up at the last minute, as usual.



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